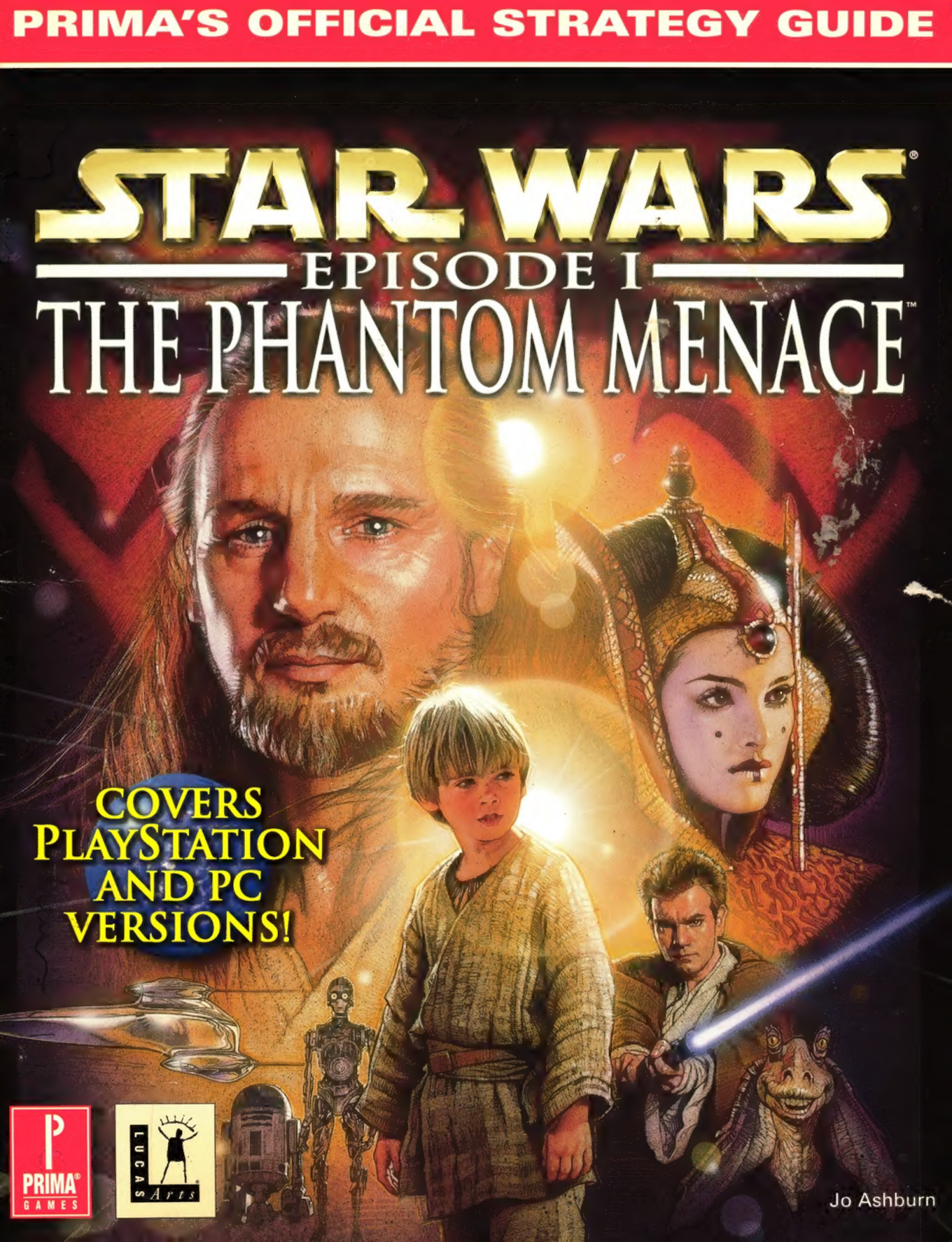
PRIMA'S OFFICIAL STRATEGY GUIDE

STAR WARS®
EPISODE I
THE PHANTOM MENACE™



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PRIMA® GAMES

LUCAS Arts

Jo Ashburn

STAR WARS
EPISODE I
THE PHANTOM MENACE

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JO ASHBURN

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Jo Ashburn

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Prima Games

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Very special thanks to George Lucas.

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CONTENTS

GAME BASICS 2

TRADE FEDERATION BATTLESHIP 10

THE SWAMPS OF NABOO 18

OTOH GUNGA 26

THE GARDENS OF THEED 31

ESCAPE FROM NABOO 39

MOS ESPA 49

MOS ESPA PODRACES 58

ENCOUNTER IN THE DESERT 64

DANGER IN CORUSCANT 67

ASSAULT ON NABOO 78

THE FINAL BATTLE 85

Introduction

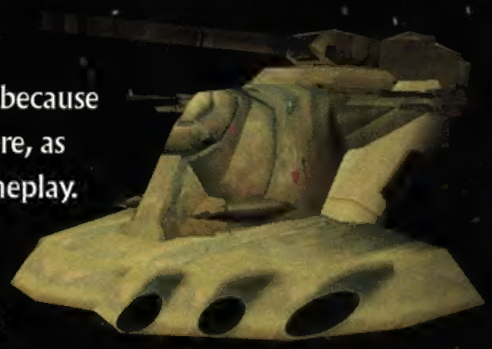
The game, **The Phantom Menace** faithfully reproduces many elements of the eagerly awaited film, but that's not all there is to the game. As you play, you'll find you often have the opportunity to explore environments from the film more fully—some Mos Espa shops and back alleys and Coruscant's sleazier neighborhoods, for instance.

You may play as any of several characters, which allows for varying styles of gameplay: as Jedi Obi-Wan and Qui-Gon, you'll become adept at using the lightsaber; as Captain Panaka, you'll practice Naboo martial arts and sharpshooting; as Queen Amidala, you'll learn when to duck and when to fight.

The game gives you a way to participate in the movie, and offers you a variety of choices. The universe of **The Phantom Menace** is a diverse and exciting one.

May the Force be with you. . . .

About this Book



This book's primary purpose is to ensure your survival—to get you through all the game's traps and puzzles to the end of the final level. But because games are about so much more, you'll find some nonessentials covered here, as well—extra paths, easter eggs, and secret areas that will enhance your gameplay.

It's often a good idea to read a bit ahead of where you are in the game (unless you wish to be surprised) to get an idea of the dangers and goodies awaiting you. A lot can go on in a small area, especially when you're using maps. Knowing the geography in advance can help you make the best moves.

Strategies

Because so many moves are available to each character (especially the Jedi characters), and because the AI differs for each enemy type, there is no one best fighting technique for each enemy. Save early and try a number of moves against a typical enemy. (Destroyer droids and battle droids are good for practice, because you'll encounter them throughout the game.)

The lightsaber is a versatile, powerful weapon for both defense and offense; never underestimate it. Blasters are better for picking off foes from a distance, and the heavy blaster is just plain powerful. Often it can be wiser simply to duck and roll; a couple of times you *don't* want to try to take out enemies: killing them may generate even nastier foes, for example, or you're so clearly outnumbered, attacking will only waste your ammunition and health. The following pages will point out such spots. You'll also employ the "roll-and-shoot" technique, rolling to one side and then shooting from a different angle. As long as you're rolling, the enemy can't hit you.

Practice deflecting shots with your lightsaber and finding angles that will bounce the shot back at the enemy.

Obi-Wan and Qui-Gon Special Moves

Move	Controls
Normal slash	Press attack
Overhead slash	Tap attack
Forward slash	Hold forward + press attack
Retreating slash	Hold back + press attack
Slash combo	Hold attack
Overhead slash combo	Tap attack, then hold attack
Forward stepping combo	Hold forward + hold attack
Twirling saber combo	Hold forward, tap attack, then hold attack
Retreating slash combo	Hold back + hold attack
Running slash	Run forward + press attack
Running double slash	Run forward + tap attack
Running overhead slash	Run + tap attack, release forward before second attack
Running forward slash	Run forward + hold attack
Jumping attack	Jump, then press attack
Jumping spin attack	Jump, then hold attack

Panaka Special Moves

Move	Controls
Punch	Press attack
Running punch	Run + press attack
Punch-kick combo	Hold attack
Roundhouse punch-kick combo	Hold forward + hold attack

Playable Characters

Obi-Wan Kenobi

An impulsive young Jedi apprentice with great potential, Obi-Wan doesn't always understand or agree with his teacher, Qui-Gon. He's devoted to him, however, and follows his orders loyally. Obi-Wan lacks only Qui-Gon's experience to become his equal as a swordsman, but he still has much to learn about the nature of sentient beings and the subtleties of the Force.

Qui-Gon Jinn

Qui-Gon is a true Jedi Master, if somewhat unconventional. He's never served on the Jedi Council, because his contact with the Force in all things transcends political considerations. He's the most skilled of the Jedi warriors. That he was sent on the Naboo mission with only an apprentice indicates the Council's grudging respect for his abilities.

Captain Panaka

Leader of the Naboo Royal Security Forces, and the Queen's personal bodyguard, Panaka is gruff and to the point, but his loyalty to Queen Amidala is without question. His instinct for security earned him a reputation for having "the quickest eyes on Naboo." Although his devotion to the Queen makes him suspect even those who could become allies, Panaka is hardy and a good man to have at your side in a tight spot.

Queen Amidala

This elected ruler won't hesitate to risk her life for the sake of her people. She frequently dons simple clothing and walks among the citizens of Naboo to survey popular opinion and investigate problems. During the attack on Naboo, she's not content to hide behind Panaka or resort to mere political solutions. Instead, she returns to her planet from the safety of Coruscant to arm herself and defend her trapped and endangered subjects.

Other Major Characters

Anakin

Qui-Gon senses the Force very strongly in this young slave boy. His owner is Watto, and he lives in Mos Espa on the planet Tatooine. He's a genius with things mechanical and is building a Podracer and a protocol droid. He also has a great anger at the slavery he must endure.

Shmi Skywalker

This gentle woman feels great love for her son Anakin. Long before Qui-Gon's arrival on Tatooine, she sensed her son's greatness and hoped to see him escape slavery and realize his true potential.

Jar Jar Binks

If there's much that's foolish and clumsy about this Gungan, there's much that's admirable, as well. Although he tends to be somewhat cowardly in physical confrontations, he'll go through much for his friends' sake and tries to see the best even in those who treat him badly. He has a great empathy for all beings and is in some ways a true innocent.

C-3PO

In some ways, the personality of this protocol droid work-in-progress reflects the immaturity of its maker. Although programmed with a sophisticated intelligence, "See-Threepio" is a young boy's idea of the perfect adult—competent, deferential, and silly.

Padmé

The Queen's handmaid is really Queen Amidala in disguise.

Watto

Owner of a Podracer repair shop in Mos Espa on Tatooine, as well as the slaves Anakin and Shmi Skywalker, Watto deals in the barely legal exchange of mechanical parts for all kinds of vehicles. This shrewd merchant and gambler rarely bets except on a sure thing and aspires to become the next Jabba the Hutt.

Boss Nass

Boss Nass administers the affairs of the Gungans. He has no love for the people of Naboo, nor for surface dwellers in general, but he's a pragmatic being and comes to appreciate the threat posed by the Trade Federation.

Miscellaneous Nonenemy Characters

One of Twi'lek twins who work for Sebulba.

Unnamed Coruscant citizen who gives Panaka the information he needs to enter the Restricted area and rescue the Queen.

Mawhonic, three-eyed proprietor of Podracer shop in Mos Espa. Generally honest and helpful.

Two injured guards at the palace on Naboo play an important part in this story. One in the garden has the pass code that gets Obi-Wan out of the garden. Another gives the Queen important information when she's leading her raid on the palace.

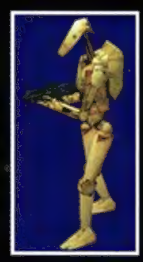
This woman and her boy are separated when the battle droids invade Naboo. Reuniting them proves profitable for Obi-Wan.

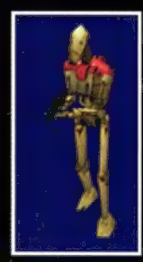
Yak Face. His house has been invaded by thugs. If Obi-Wan helps him, he may find a reward.

Enemies

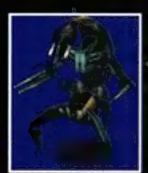
Battle Droids

The Trade Federation has been forbidden to keep a standing army, so they've developed battle droids—in some ways, far worse. Lacking both conscience and scruples, these droids have no qualms about walking right into deadly weapons fire. Security droids with yellow markings are commanders and are more difficult to defeat. You'll encounter these soldiers of the Trade Federation throughout the game.





Destroyer Droids



The battle droid's bigger, badder brother, the destroyer droid can roll. It's armed with heavy blasters and can generate a force field. It's better to avoid these than to attack them, but sometimes you have no choice. If you must fight them, keep them moving so you can get in your shots when they stop moving before they put up their shields.

Battle Droid on STAP

The STAP gives your average battle droid extra mobility, flight, and heavier armament. Fortunately, the battle droid isn't very intelligent and will fly the STAP in a predictable circular pattern when trying to eliminate a single enemy.

Tusken Raiders (Sand People)

Tough, persistent, dangerous enemies. Sand People's weapons can inflict a fair amount of damage, and their leaps can seem to approach levitation.

Jabba the Hutt

Just because Jabba doesn't like to get his hands dirty doesn't mean he's not dangerous. He seems to have a grudge against Jedi Knights in particular, even before he meets Luke Skywalker. You'd expect as much from a gangster boss, given that Jedi Knights sometimes represent the only law and order on an outpost planet like Tatooine. Jabba likes to pit them against bruisers like this guy, his current champion.

Darth Maul

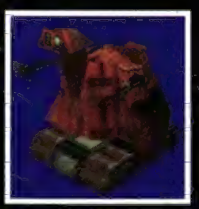
This student of Darth Sidious is trained in the ways of the Sith, with the dark side of the Force. No one else has mastered the use of the double-bladed lightsaber, and only intense focus on the dark side allows such a ferocious fighting style. In many ways, Darth Maul is Qui-Gon's dark shadow.

Senator Palpatine

Queen Amidala thinks the senator is a good guy. We know better. The Trade Federation attack on Naboo provides a convenient opportunity for Palpatine to seize power.

Miscellaneous Enemy Characters

Sith mercenary. Found outside the Restricted Area in Coruscant. This anonymous axeman gives Panaka a real run for his money when the captain tries to rescue the Queen.



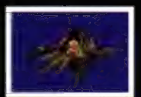
Maintenance droids. These large service droids aren't designed to be weapons, but it turns out that way when Obi-Wan must get through the airshafts and tunnels they maintain. Maintenance droids use destructive charges to dispose of trash; not being very intelligent, they regard Obi-Wan as large ambient trash.

Mos Espa guards are large and put a lot of force behind their blows, but they're also slow. If they're not actually being paid to guard something, they're docile, as well—unless you bump into them. Then look out.

Jawas look cute, but carry heavy weaponry. And there are lots of them. If you attack any one, they'll all carry the grudge. Maybe they're not that cute, after all.

Rodians. These mean little fellas go around very well-armed. They'll strike you for no reason and shoot you if you fight back.

Gungan guards aren't really very dangerous enemies, but they can cause damage if they poke you with those spears. A little Force push probably will get them out of the way.



Coruscant critters: Rats? Spiders? You don't have to know. Just don't let them bite you. It hurts.

INVENTORY ITEMS AND POWER-UPS

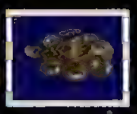
REGULAR HEALTH PACK

Restores all 100 points of your health.

SMALL HEALTH PACK

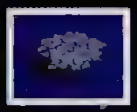
Restores 25 points of health.

GOLD PEGGATS



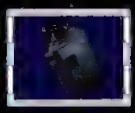
Valuable currency on Tatooine.

REPUBLIC CREDITS



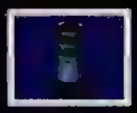
Not-so-valuable currency on Tatooine.

ELECTRO-BINOCULARS



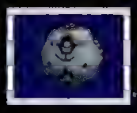
These turn out to be strangely useful for Captain Panaka on Coruscant.

JURI JUICE



The most popular drink among Tatooine barflies. Good for buying information.

SEEKER DROID

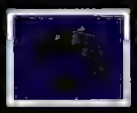


It floats and shoots laser beams. Can be a useful defense.

NABOO POWER COIL

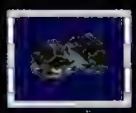
Engine part. Used as trade goods on Tatooine.

BINDERS



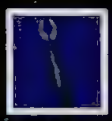
Pod racer part. Used as trade goods on Tatooine.

MASS COUPLER



Pod racer part. Used as trade goods on Tatooine.

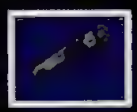
HYDRO-SPANNER



All-purpose tool. Used as trade goods on Tatooine.

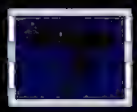
WEAPONS

LIGHTSABER



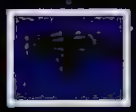
The Jedi's basic weapon. Deadly in offense, it can slice through virtually any surface. Defensively, the lightsaber serves as a shield to deflect ray blasts. The Jedi combines intense physical training with his use of the lightsaber, incorporating rolls and impossible leaps, slashes, spins, and parries, until Jedi and lightsaber become a single weapon.

BLASTER



The basic hand weapon for many citizens of the galaxy.

LIGHT REPEATING BLASTER

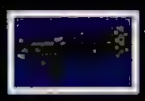


Combines a slightly heavier impact with much higher speed of repeating shots.

HEAVY BLASTER

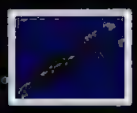
Significantly more powerful than the other blasters. The reflective model can bounce rays off solid inorganic surfaces.

PROTON MISSILE LAUNCHER



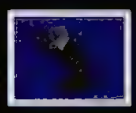
Fires heavily explosive proton missiles, one at a time. Holds five missiles.

DROID STUNNER



Disables droids briefly. Repeated use can destroy them.

FLASH GRENADE

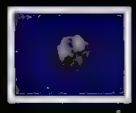


Small local explosive device.

GUNGAN ENERGY BALL

Gungan-designed explosive sphere for large-scale battles.

THERMAL DETONATOR



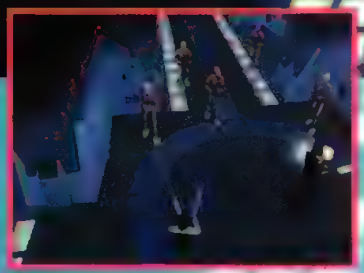
Baradium fusion explosive. Has wide blast radius; use with extreme caution.

Trade Federation Battleship

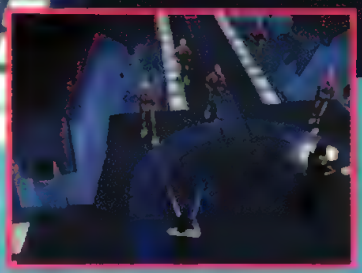
Arriving at the Trade Federation battleship for a brief negotiating session, Qui-Gon Jinn and his pupil, the young Obi-Wan Kenobi, instead confront betrayal and imminent death. They attempt to escape through the battleship, battling their way past seemingly countless Trade Federation battle droids. They must reach the hangar to find an escape vehicle.

Betrayal and Escape

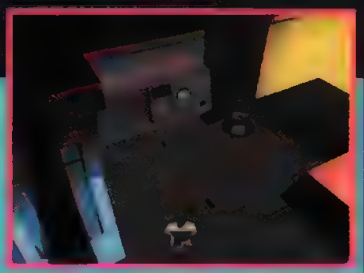
Obi-Wan and Qui-Gon wait for Trade Federation representatives in the conference room. Suddenly poison gas begins seeping from the floor vents.



They escape through the door, lightsabers drawn, to find battle droids awaiting them. One probably will flee before you can destroy it.



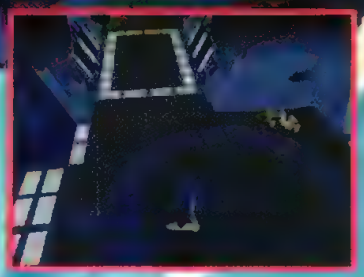
Destroy the droids in this intersection. Then turn right and go down the corridor to the next room.



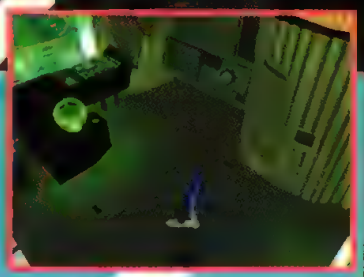
A palm panel on the left opens the storage space next to it.

This gives you access to a blaster rifle. Walk over it to pick it up.

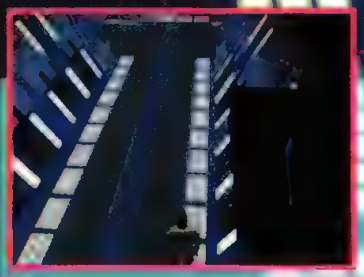
A palm panel on the opposite side of this room allows you to pick up a garbled message from the Queen.



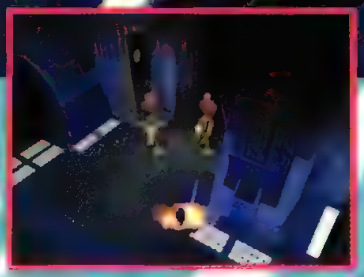
Return down the hall, past the original intersection, to the room at the other end of this cross corridor.



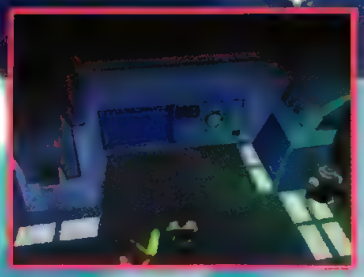
The palm-panel storage space here gets you a thermal detonator. Take the health pack from the cylindrical closet (the door opens automatically when you approach it).



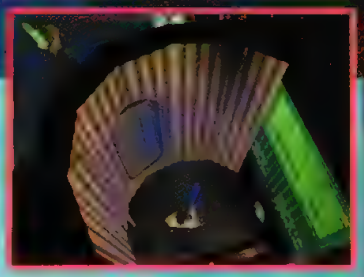
Return to the original intersection and traverse the hall away from the conference room.



Eliminate the battle droids that attack at the next intersection (one emerges from a service area).



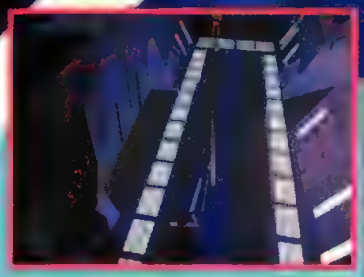
The storage area across the way contains a health pack.



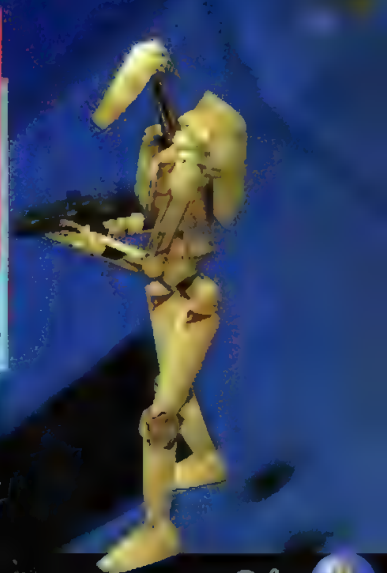
The palm panel in the service closet opens the next door.

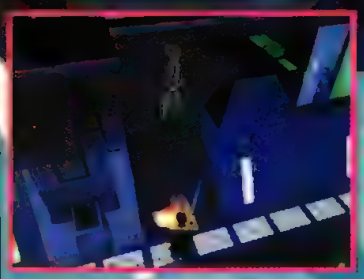
Obi-Wan and Qui-Gon find themselves in a hallway.

Follow the corridor to the right.

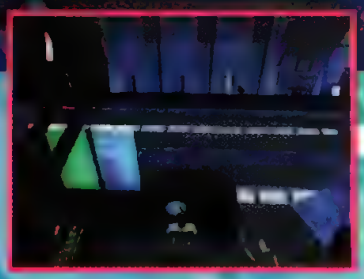


At the end, you encounter two more battle droids—one ahead . . .



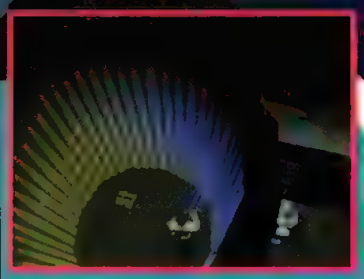


. . . and one in an alcove on the right.

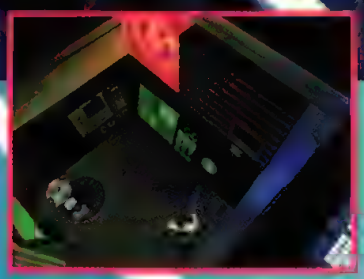


Dispose of the droids and examine the alcove to find another palm panel.

This lowers a barrier to another alcove—and another battle droid.

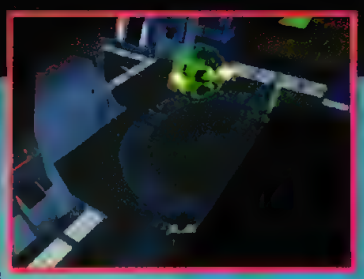


The service closet here has another power-up . . .

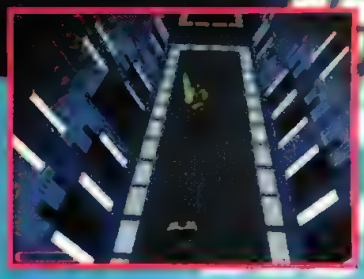


. . . and the palm panel . . .

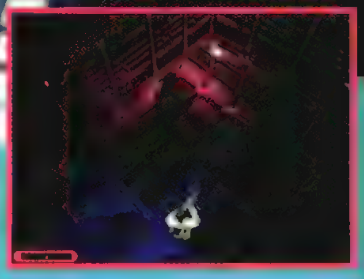
. . . opens the next door.



Your entrance is blocked and Obi-Wan and Qui-Gon find themselves outgunned by destroyer droids. Don't waste your health fighting them. Move quickly into the corridor to the right of the intersection.



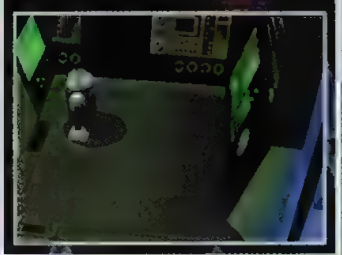
Follow Qui-Gon through the doorway on the left.



A floor panel gives way, dropping Obi-Wan into a maze.

TIP

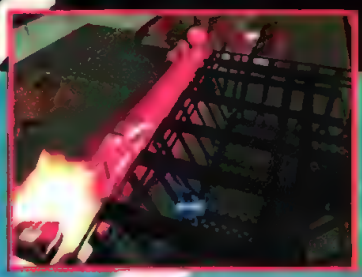
The R2 unit must be in the room at the control panel before the service closet can open. If it's not there yet, sending Obi-Wan back down the corridor just past where he entered should summon it. Note that the R2 unit is behind the destroyer droid carousel. Don't let any harm come to the droid.



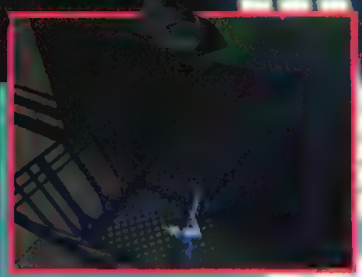
The Air Vent Maze

Leaving the initial room, Obi-Wan finds himself in a corridor that turns right.

It leads to a catwalk over a hangar . . .



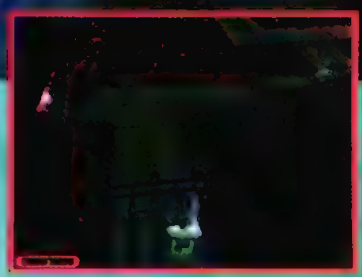
. . . where he sees the ship that brought him—his only hope of escape—blown to bits.



Obi-Wan exits the catwalk and returns to the maze, facing a right turn.

As he approaches this corner, he spots the maintenance droids that maintain the air vents. You can either use your lightsaber up close or your blaster for a long distance attack, out of range of the maintenance droids.

If the droids detect Obi-Wan ahead, they'll perceive him as clutter and attack with electrical force. His best defense is to stay hidden until he can follow behind and attack with his lightsaber. If he attacks quickly and fiercely, he can destroy them and remain unharmed. His major goal, however, is to get through the maze.



Obi-Wan turns right, disposes of the first maintenance droid, and faces a Y intersection.

Another path connects the two paths beyond the obstruction, but Obi-Wan will reach the end faster if he takes the path to the right.

This zigzags to the right, to a door with triangle markings.

To open the door, go left to a palm panel—the key. Note that the symbol on the door matches the symbol on the palm panel.

The door opens and another maintenance droid emerges. Obi-Wan should have no trouble if he attacks it quickly from the side.

Go through the open door quickly to the left, into the room beyond.

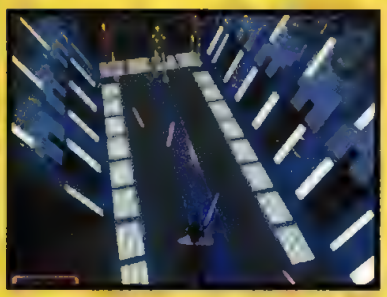
Another palm panel key opens another door.

Obi-Wan leaves the room with the palm panel, heads down the corridor, and turns right at the end.

He faces a ventilation fan. Turn left sharply.

Another right turn takes Obi-Wan out of the air vent maze and into a corridor that ends at a T intersection.

SECRET

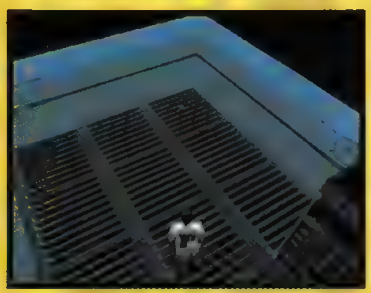


The left fork leads to a small room where three battle droids guard a health pack. If Obi-Wan can take the droids out quickly, the health pack is certainly worth the effort.

It's risky, so save before entering this room. Because the health pack is a full recharge, don't pick it up until after you eliminate the droids.

Return to the intersection. The right-hand path leads to a grate Obi-Wan falls through into a corridor with more battle droids.

SECRET

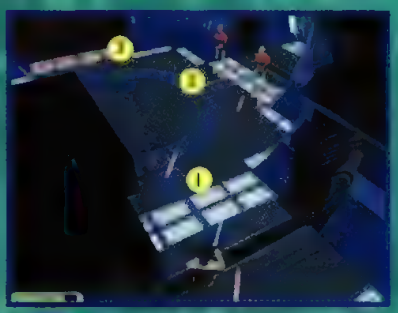


Jump the grate to find a room with a thermal detonaor.

MAP SCREEN

You come to an intersection with three doors. The next four battle droids emerge from the door on the right (2).

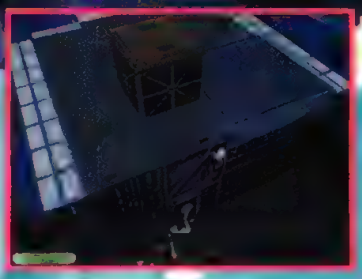
Kill those off, and another set of droids emerges from the door straight ahead (3). When you're killing off the droids behind the door at 3, or after you enter the second door (2), two more droids approach from the hallway behind you (1).



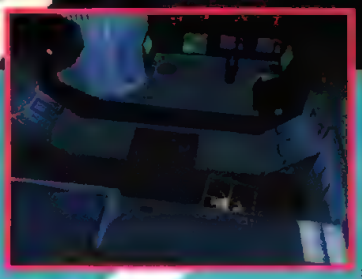
Taking Out the Generator

Pass through the door at 2 on the Map Screen to enter the generator room. You must disable the generator to access the hangar bay. As you enter, one more battle droid blocks your way to the generator on the lower level. Push the crate on the right over the edge and then descend in the elevator (E).

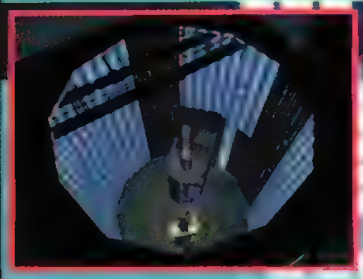
The falling crate should eliminate some of the droids waiting at the bottom. Dispose of the remaining droids and pick up the power-up on the floor.



Use the palm panel to the right to access the generator.



The generator is in the service closet.

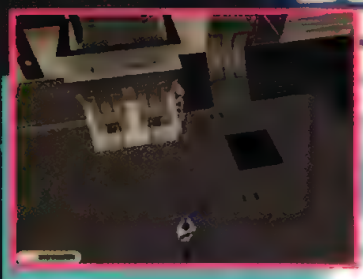


Destroy the generator with your lightsaber or your blaster.

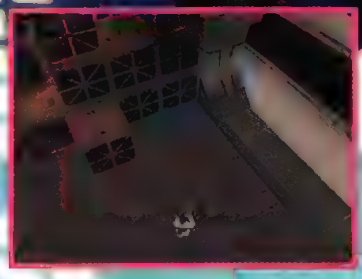
When you leave the generator room, two battle droids stand between you and the hangar door.

When Obi-Wan passes through the hangar door, another battle droid attacks.

A starfighter droid joins the fray.



A battle droid hides back here, as well.

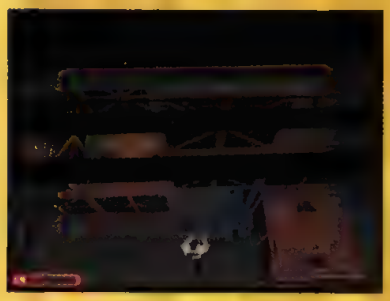


Eliminate the enemies, and then retrieve the power-up on the ledge with a double-tap jump.

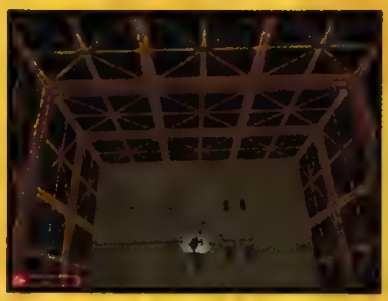
TIP

You can talk to the Neimoidian standing next to the generator for clues and information.

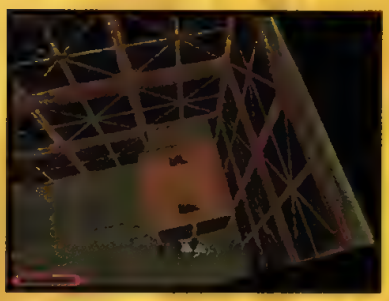
SECRET



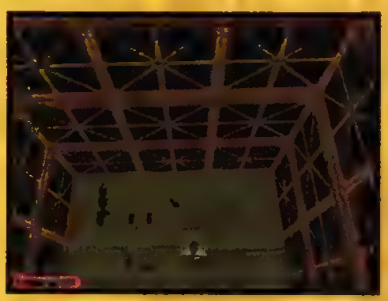
Push aside the crate to enter a secret room.



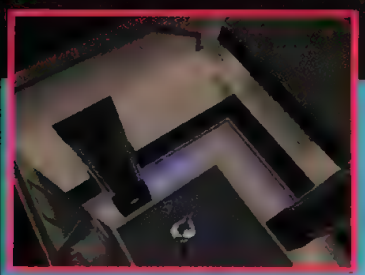
There you find a thermal detonator and a power-up.



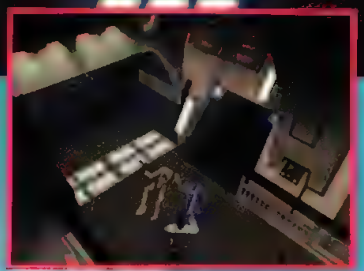
To reach another secret room, pull out the crate in the back right corner.



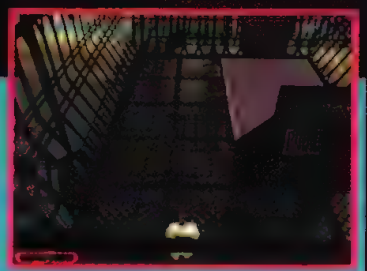
In this room you'll find a proton missile launcher with five missiles.



Use the palm panel on the elevator to reach the next hangar level.



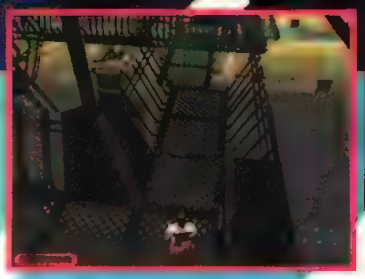
Obi-Wan eliminates one more battle droid before heading down the tunnel.



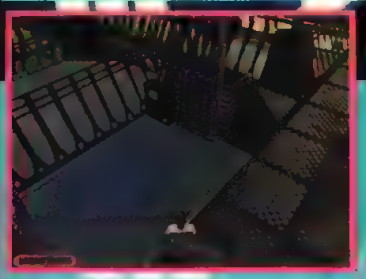
After listening to instructions from Qui-Gon, Obi-Wan proceeds down the catwalk, past the elevator (down one level and not accessible yet), and takes the first right turn.

Take the first left and use the palm panel to move the barrier and clear the path.

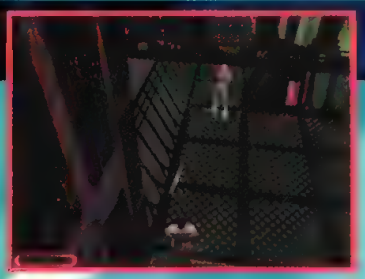
The palm panel ahead aligns a catwalk on the left.



When the catwalk moves into place, traverse it quickly to hit the palm panel. This raises the elevator you saw after you met with Qui-Gon. Then ride the catwalk back to the original palm panel, press it again to move the barrier, and return to the elevator.



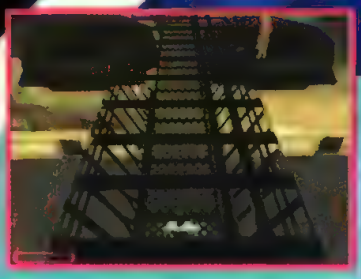
The palm panel here lowers the elevator.



As Obi-Wan steps off the elevator, a battle droid attacks from the left. Take the right-hand path.

The catwalk takes a right turn.

More battle droids await Obi-Wan on an elevator around the next corner. They're closely grouped and easy to destroy.

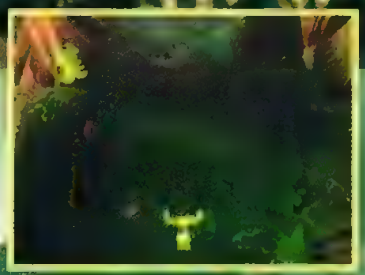


Farther down the path, you encounter two more battle droids on an elevator. Destroy them, and then hop onto the opposite elevator. Obi-Wan is on his way to the surface of the planet Naboo.

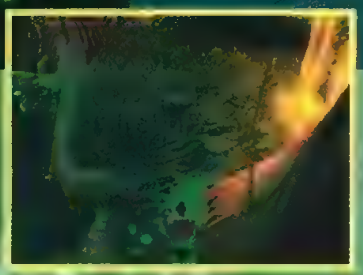
The Swamps of Naboo

Stowed away in a cargo transport as part of the Trade Federation invasion, Obi-Wan makes it to the planet Naboo. There he'll rendezvous with Qui-Gon. First, however, he must journey through the swamps, fighting off the invading droids and encountering strange creatures—not the least of which is the Gungan, Jar Jar Binks.

Obi-Wan makes it to a spot of dry land in the swamps of Naboo. Swim ahead swiftly to avoid explosions . . .



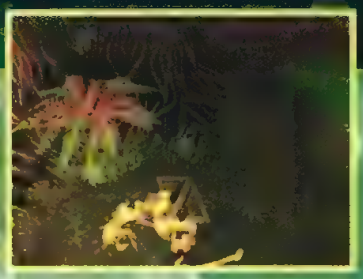
. . . slightly to the left between these two trees . . .



. . . and shortly you'll reach dry land.

But you're still not safe: several battle droids wait up ahead. *Save your game here.*

Obi-Wan counters their shots easily . . .



. . . and picks up the blaster from the ground.

From here it's a short trip through the water.

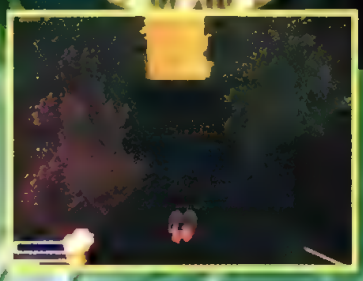
Obi-Wan reaches another spot of dry land.

He finds a path uphill.

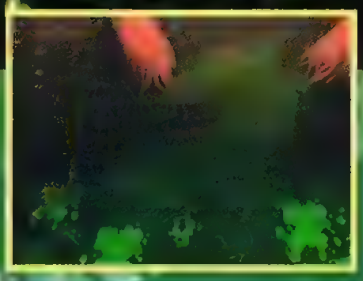
He sees a strange figure ahead.

Jar Jar Binks introduces himself.

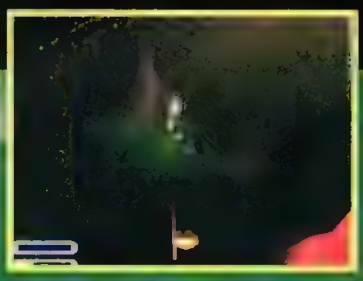
Then he runs away, frightened by the "mechanics."



Obi-Wan should follow him down the side path. (You'll spend the rest of the level mostly following Jar Jar.)



Obi-Wan has jumped off the cliff and must swim a little farther. Swim to the right at the fork here.

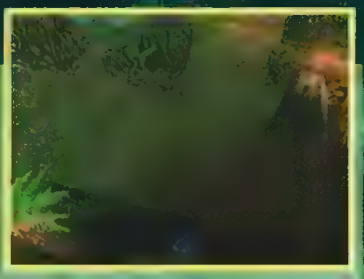


The left fork might be faster, but there are too many battle droids.

After the right-hand fork, Obi-Wan climbs out of the water at the edge of a cliff overlooking a clearing. *Save your game here.*

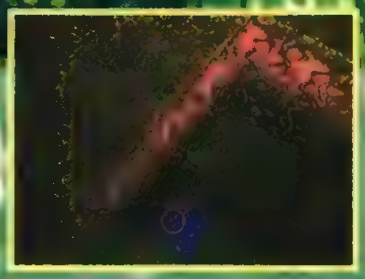
Jar Jar stands on a rocky pedestal in the center of the clearing. This is where Obi Wan must go.

Eliminate the single battle droid on the ramp—to the right at the base of the cliff.



Cross the clearing from the ramp.

Jump up and take out the other two battle droids. Try not to pick up the health pack until after you defeat them.



The health pack lies in the remains of a crate.

If you're good at jumping, try picking up the thermal detonator from the pedestal here.

It's time to go after Jar Jar. Find this strange hollow log in the clearing—only a few steps away.

Push it from here to the base of the pedestal.

Next, jump to the log, and from there to the stump halfway up.

By the time Obi-Wan gets there, Jar Jar has fled. Follow him across the two logs ahead.

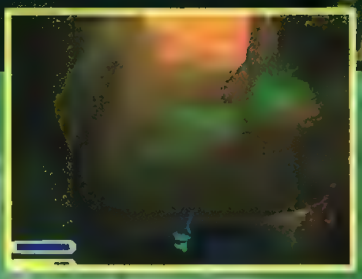
From here, Obi-Wan must jump up the cliff ahead.

Obi-Wan turns right, toward yet another cliff. He could cross and deal with more battle droids, but it's quicker to jump down.

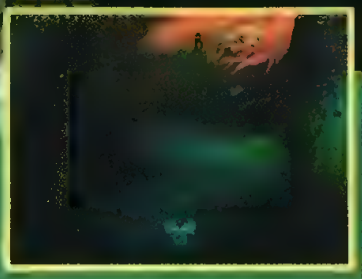
Jump to the pedestal and pick up a Gungan energy ball.

Obi-Wan spots Jar Jar, who leads him forward. *Save your game here.*

It's a battle droid ambush. Run through quickly, deflecting shots with your lightsaber.

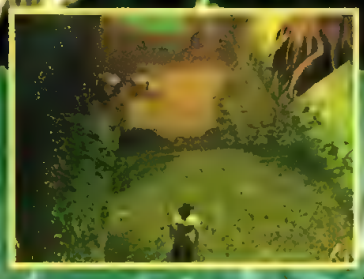


Beyond the droids there's another cliff to jump off.

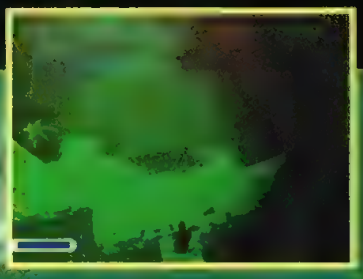


Jar Jar waits in a clearing at the far side of the water.

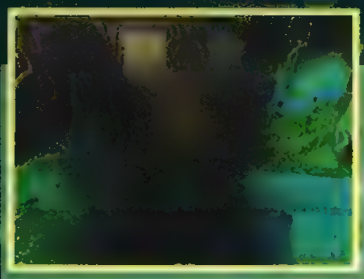
There are a couple of twists and turns here.



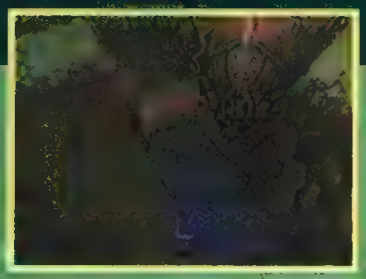
These creatures can be aggressive, get through fast so they can't latch onto you.



Just jump over this wall of stones.



At this intersection, take the path out of the water to the right.



A jump lies hidden under this cover of foliage along with a regular health pack.

Obi-Wan remains under fire from across the clearing until he makes the first jump. After disposing of the battle droid in your path, continue jumping uphill until you can head to the right from here.

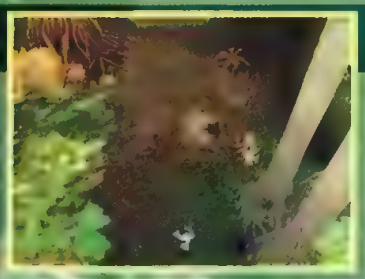
Obi-Wan gazes down on an intersection guarded by two battle droids. *Save your game here.* You must jump down quickly and eliminate them before they start firing up at you.

At the intersection, paths lead left, right, and center. Go left, and you'll encounter an inexhaustible supply of battle droids. Go right, and you'll find Jar Jar atop another butte. Instead, take the middle path, although it may be blocked by a fallen tree (you can leap over it easily), to reach the path that takes you to Jar Jar.

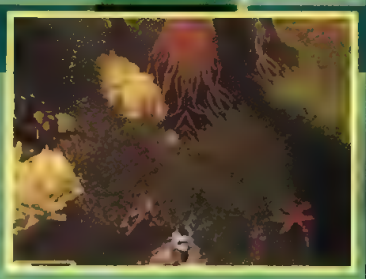
Turn left here.

Obi-Wan encounters several battle droids at the intersection ahead. Finish them off, and then head to the right.

You may have to get rid of the two battle droids to the right before you leave the intersection.

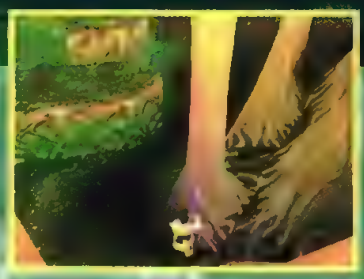


Pick up the small health pack from the ledge in the middle of the intersection . . .

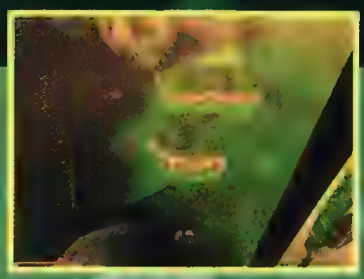


. . . and the Gungan power ball from the left.

Obi-Wan goes to the right, but water lies ahead. He doesn't want to swim, though, because of the carnivorous fish. Go island-hopping.



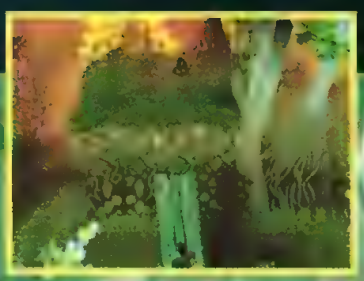
From here, you can make a series of double jumps to the far shore . . .



. . . landing here.

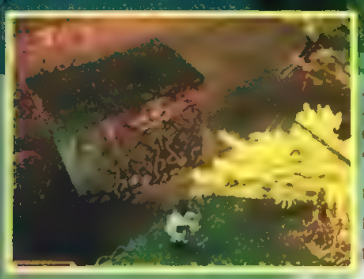
Climb atop the rock to double-jump to the far side.

Walk straight ahead, away from the water.



Here at last is Jar Jar. Obi-Wan must double-jump off the end of the log to reach him.

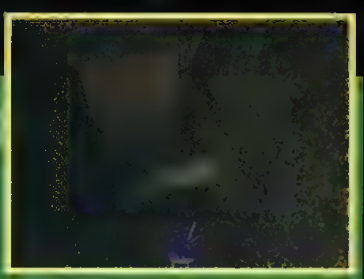
You must ask the right thing. First, "Have you seen anyone like me?" *Save your game now.* Then ask, "Can you tell me where to find him?"



Jar Jar takes off, but before Obi-Wan can follow, he's attacked by a STAP. There are several ways to deal with this. You can try to stay out of range until just after the STAP passes, and then double-jump or take the vine across to the next platform. From there you can try to reach the next platform, or use your blaster or lightsaber (while leaping) to try and take down the STAP.

The safest course, however, is to stay on the original platform, dodge fire, and wait until the STAP assumes a regular flight pattern from the right. Then you can use your blaster to take it down relatively safely: it takes two solid hits to do so. Then leap to the overhead vine to reach the far side.

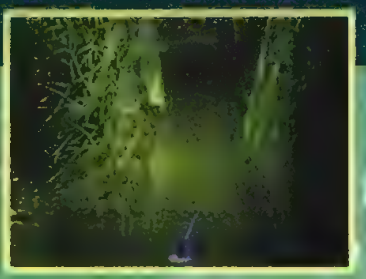
By the time Obi-Wan arrives at the far side, Jar Jar has fled and he must continue his pursuit.



Jar Jar is in the clearing beyond. Obi-Wan can jump down safely and follow Jar Jar down the path at the upper left.

Here there's a short, narrow path.

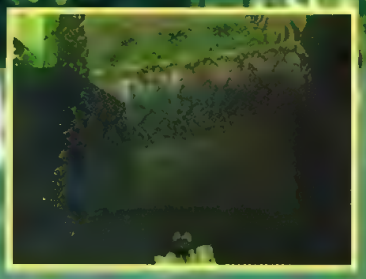
Here the path takes a right, and then a left.



As Obi-Wan turns left into a clearing, he sees these timbers.

Push this moveable hollow log to the base of the gray stone pillar.

From the log, jump atop the pillar, then to the slanted bank beyond, and pick up the health pack.

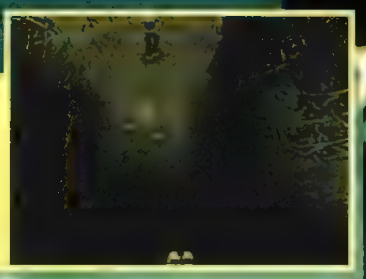


Now push the log into the pit.

Pull and push the log to the opposite side so you can get out.

Make a running single jump to the vine to cross the next pit.

Next, jump [illegible] couple of logs.



Jar Jar waits in the clearing beyond . . .

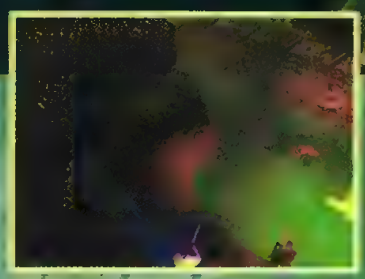
. . . to lead Obi-Wan into an ambush. *Save your game now.*

Take out the battle droids fast, or they'll kill Jar Jar and you'll have to restart the level (or go back to a saved game). Use the tripod-mounted blaster to do this. One swing with your lightsaber to the crate on the left will yield a blaster.

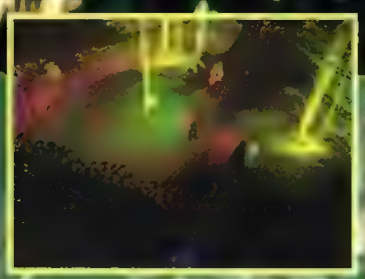
After he gets rid of the droids, Obi-Wan must concern himself with the two crates in the back: each contains a destroyer droid. Ideally, you take them all out fast enough that the crates won't open. If this is the case, stop using the heavy repeating cannon and run to the right to fight the remaining battle droid down the hill.

If you must fight the destroyer droids, they'll come out of the crates one at a time, starting with the one on the right. Concentrate all your fire on the destroyer droid to kill it before its shields activate.

In any case, Obi-Wan must take out that one other battle droid quickly to move on.



Jar Jar walks with Qui-Gon at the end of the level.

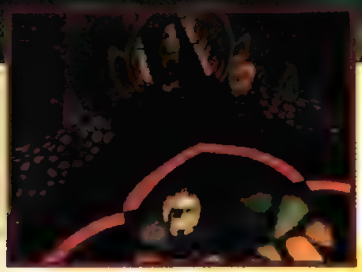


Qui-Gon convinces Jar Jar to take the Jedi to the Gungans.

Otoh Gunga

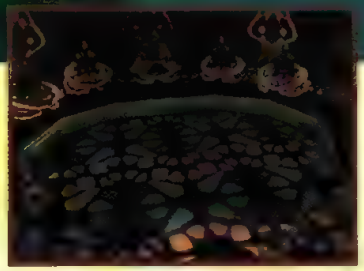
Jar Jar took a great risk in returning to Otoh Gunga: he had been banished, and now has been imprisoned. When Qui-Gon procures transportation to Threed from Boss Nass, he insists Obi-Wan rescue Jar Jar so he may serve as navigator.

The young Jedi must find his way through the tubes and spheres of Otoh Gunga and rescue the clumsy Gungan—without harming the city's inhabitants.

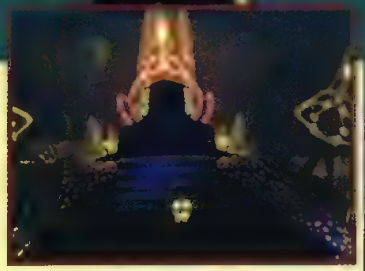


Jar Jar is ready to lead the Jedi to Boss Nass.

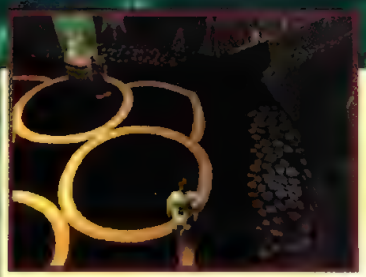
Obi-Wan must follow down the corridor.



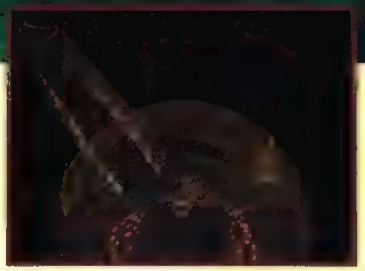
The Jedi negotiate with Boss Nass.



Obi-Wan leaves the council chamber in search of Jar Jar.



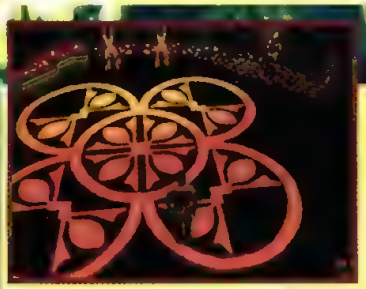
In the next sphere, he takes the corridor to the right. In each of these spheres, he'll want to walk through to the next corridor to get past the Gungan guards as quickly as possible. If they stop you, use a Force push (or Gungan energy ball) to disable the guards without hurting them, then hurry past.



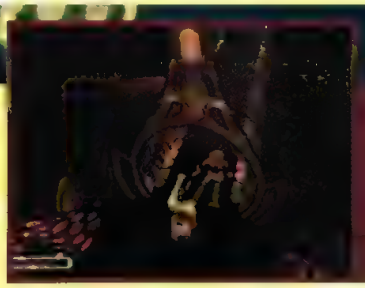
There's a bubble lift at the end of the corridor. To use it, Obi-Wan must use the activating disk in front of him.

The bubble lift airlock clicks into place.

The bubble lift docks at a new corridor.



In this sphere, again take the right-hand corridor to the right. (You first must Force push the guard standing in front of the corridor.)

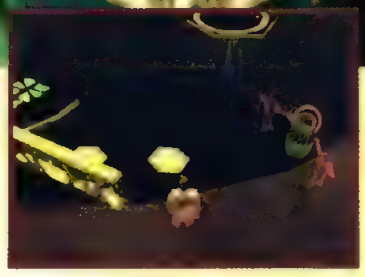


In this sphere, Obi-Wan takes the corridor to the left, again Force pushing the guard.

TIP

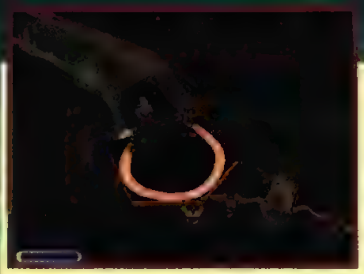
An easier way to get through this room is to walk quickly off the left edge of the platform. Once you hit the floor, get to pillar 2 quickly before it rises. Then you need only worry about the double jump to the second balcony. (Save before you try.)

Another sphere, another corridor to the left, another guard to Force push.



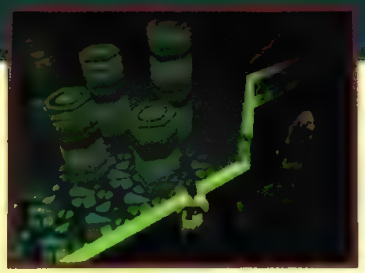
This room presents you with your first real challenge in Otoh Gunga. You must reach the far balcony by jumping from the balcony you're on to the pillars that rise from the floor, and from there to the other balcony. *Save your game here.*

Number the pillars 1, 2, and 3 from left to right as you look off the first balcony. When you stand on the platform on the edge of that balcony, pillars 1 and 2 rise to balcony level. Jump from the balcony to 1, from 1 to 2, and from 2 to the second balcony: running jumps from the first balcony and pillar 1 and a double jump from pillar 2 should accomplish this. If you fail, a guard on the floor level will poke you, but you can Force push him and run to pillar 3, which will rise and give you an easy jump back to your starting place so you can start over.



On the balcony, Obi-Wan Force pushes the guards.

There's another bubble lift at the end of the corridor, behind the guards.

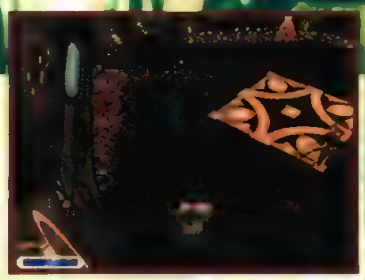


It takes you to a room where you'll do more jumping. (Save here, as well.) Double-jump from the balcony to the first pillar. Each pillar descends as you land on it, so jump very quickly. There is a blaster on the tallest pillar.

From the jumping room, Obi-Wan goes down a ramp that leads to a corridor.

After the turn, there are two spheres off the corridor, to the right and left. Each contains a power-up. You'll have to Force push a lot of Gungan guards through here.

At the end of the corridor waits another bubble lift.



In this sphere, Obi-Wan needs to move quickly to reach the corridor on the left.

In this room, use the control on the right to open the door at the top of the ramp. Then quickly run up the ramp to the top. Get through the door before it closes. If you fall off the ramp, push the box on the floor over to the wall under the entrance and use it to jump back to where you started. (Save when you enter the room: if Obi-Wan falls from the top of the ramp, he'll die.)

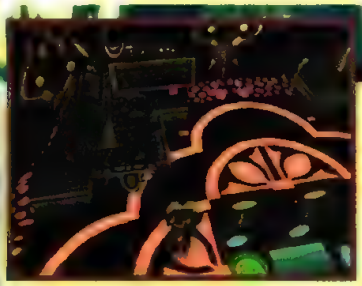
The moving tube section delivers Obi-Wan to another corridor.

You must reason with this guard. First say you need to find the detention area, then that you have the security key. Then use the Jedi mind trick.

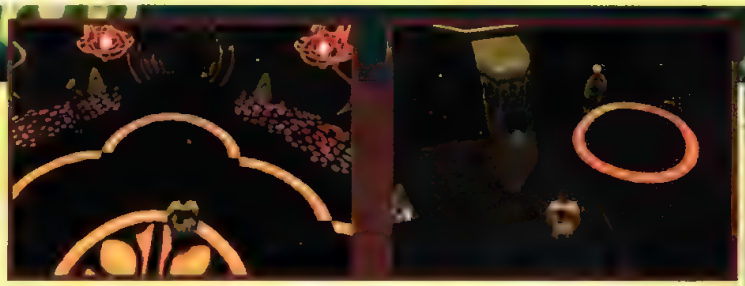
In this room, there's a red lock on the door to the right . . .

. . . so Obi-Wan must investigate the door to the left.

In this room, the green key to the door with the red lock lies out of reach under a clear floor panel. There are four controls in the four corners—three hidden behind panels, and one up out of reach. Push the box to the first set of controls and jump onto it. Use this control: a pillar descends and you can pull and push the box to another control.

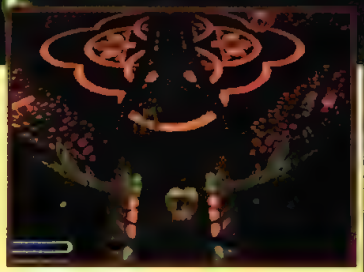


After Obi-Wan does this in each corner, the transparent panel opens and he can jump down and trip the key. When he returns up the ramp, the door is open.



Consider saving when you enter this room—it involves jumping. Push the box on the floor under the control on the pillar. Use the control, and then quickly double-jump atop the pillar and from there to the balcony beyond. Then run through the door.

Obi-Wan finds another Gungan who needs persuading at the controls in this room. First ask the Gungan about the controls; then ask him to raise the bubble lifts.



From this sphere, Obi-Wan has a choice of paths. The one to the right won't do him any good right now, but it does have a nice view of Bongo Bay. Obi-Wan should take the path to the left.

Obi-Wan has no problem passing through this room.

He finds himself in another control room. This leads directly to the cell imprisoning Jar Jar. Stay close to the railings to avoid the guards as you walk down to talk to the Gungan at the controls.

Tell this Gungan jailer you've come for Jar Jar. Then Force persuade him that Jar Jar is dangerous, and the jailer should let you take Jar Jar away. The guards will let you walk down the ramp into Jar Jar's cell.

When you enter the cell, stand to one side of Jar Jar so you won't be in the way as he leaves. Anything Obi-Wan says to Jar Jar works here, but the shorter statement gets Jar Jar out faster. When exiting past the jailer, follow in Jar Jar's footsteps and avoid the guards so you won't cause a disturbance.

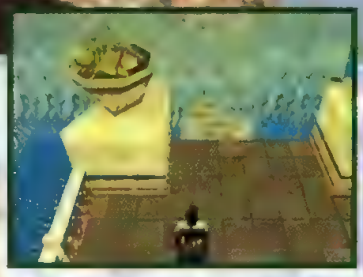
Cross this room to the opposite door. (Don't use the door on the right.)

From here, exit through the door near Jar Jar. The bubble lift takes you both to Bongo Bay, Qui-Gon, and the end of the level.

The Gardens of Theed

After an eventful bongo ride and a narrow escape from a large fish, our heroes arrived at the bridge to the palace gates, only to have it collapse under cannon fire as Jar Jar and Qui-Gon were crossing. Obi-Wan would have to find another way in.

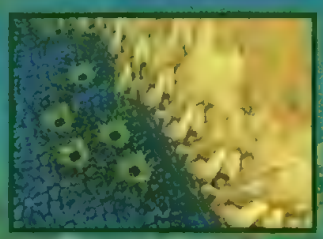
Approaching the Gardens

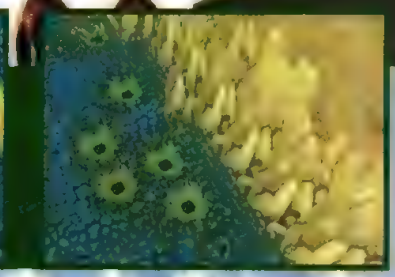


The direct route to the palace has been cut off. To get to the palace from here, Obi-Wan will have to leap off the end of this balcony. He can try to make a running double jump from the edge to reach the standing column; if you're determined to try, *save here.*

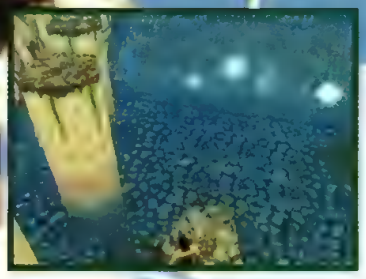
TIP

It can be easier to jump the railing and swim up the side of the stairs.

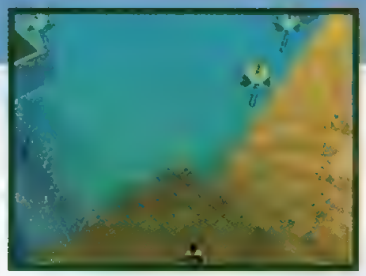




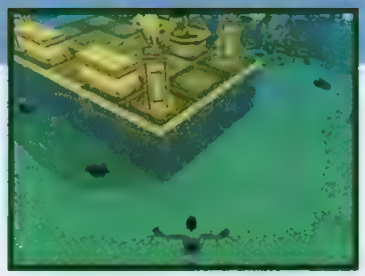
If you miss the first jump, you'll land in the water about here. Immediately start swimming to the right, hugging the shore on the side you jumped from; otherwise the current will carry you over the falls.



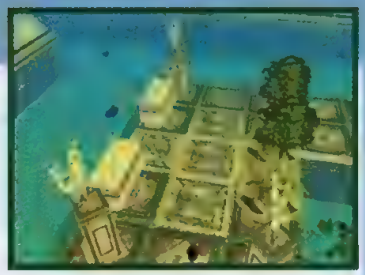
If you miss any of the columns, you can jump back here; its an easy double jump to the last two columns and the platform on the left. Jumping columns really doesn't afford you any advantage, and it's probably better strategy to swim.



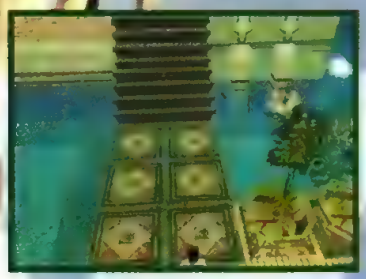
If you swim up the right-hand side, you can jump to this platform and walk past the falls.



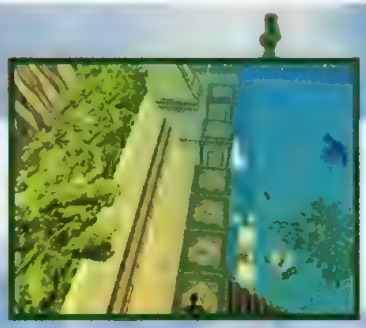
Whichever route you choose, you must swim to this platform.



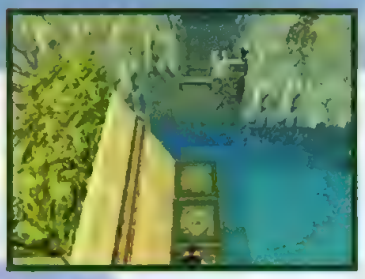
Then ahead and to the right.



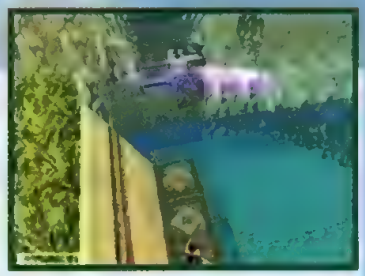
Ascend these steps.



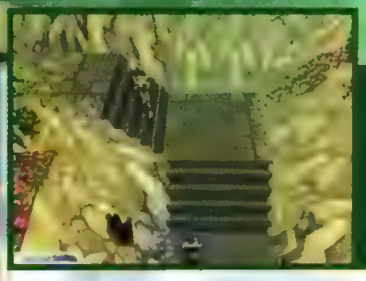
A series of jumps lies at the end of this walkway. Each of the single squares should be an easy single jump.



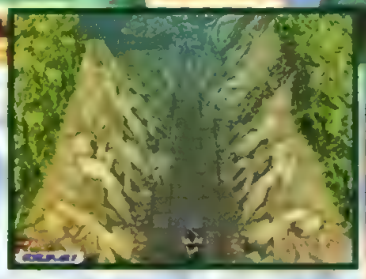
The jump here is too long for Obi-Wan; he must find another way across.



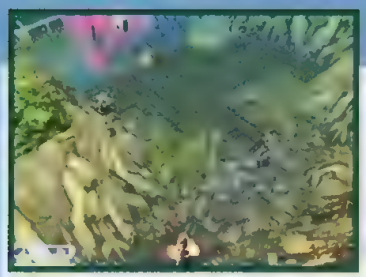
If you Force push the lever, a bridge extends. Before you reach the other side, you may encounter blaster fire from unseen enemies, so you probably should have your lightsaber out to deflect shots before Force pushing the lever.



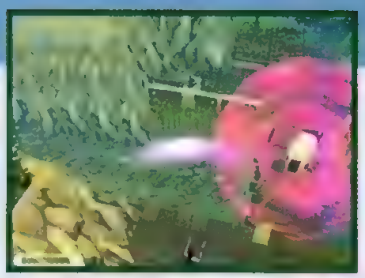
Here, as in many places throughout this level, Obi-Wan may choose either to take on the droids directly with his lightsaber, or Force push them first and then use his lightsaber to finish them off while they're sitting. Remember, though, that Obi-Wan must be on the same level as the droids to Force push them, so this may not be the best place to try this technique.



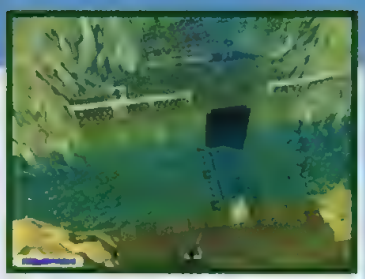
Next is a long path.



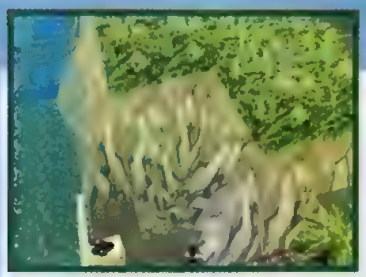
The path ends in an open space held by three battle droids. Defeating the one on the ledge won't be especially difficult.



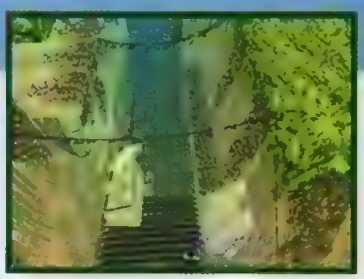
Here's another lever to Force push. This one controls a dam. Once the water level lowers, be careful to cross on the dam. If you're downstream from it, you'll be swept over the falls.



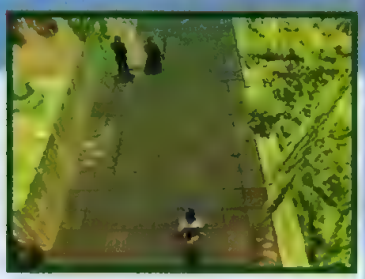
You may have to deflect shots from this droid before you cross on the dam, but you can't really take it out until after you get across. Consider waiting until it's at the bottom of the stairs before you jump up, for a better chance to deflect the shots.



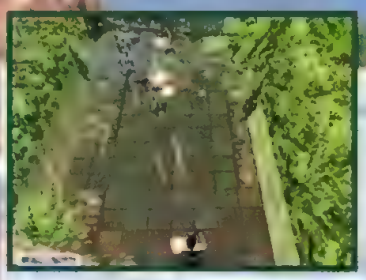
Remember to pick up the small health pack.



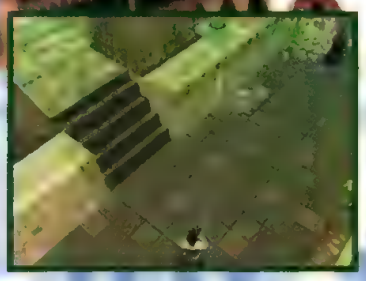
Take an uneventful walk straight ahead to a left turn.



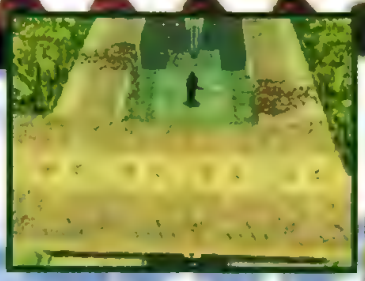
When you see these soldiers, take out your lightsaber and save your game.



This group is pretty devastating. Unless you're very skillful and do a lot of retreating and hiding behind barriers, you risk losing all your life points taking them on.

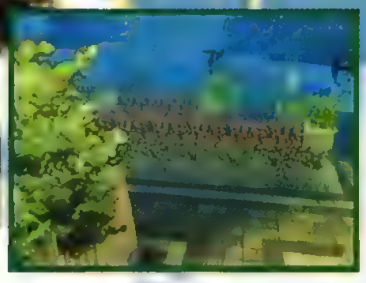


If your conscience doesn't bother you, ascend these stairs when the shooting starts and stay there until it's over. The soldiers will get rid of all the droids.

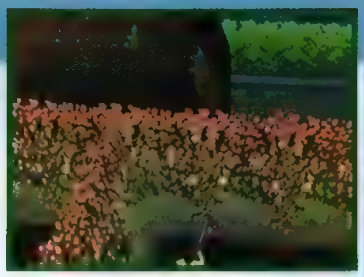


After the battle ends, Obi-Wan can talk to this soldier. If he chooses the first dialogue response each time, the soldier gives him a weapon.

Into the Gardens



As Obi-Wan walks down the path, he realizes the soldier wasn't exaggerating. Save here and consult the map.



Near where you pick up the flash grenades in the northwest quadrant lies a wounded soldier. You must clear all the droids out of this section and get to him quickly: he has information you need. Ask him how to get out of the city, and he'll mention a pass code. Ask him about the pass code. If his partner is still alive, he'll warn you of approaching droids. Eliminate these as they show up, or they may kill your source of information.

MAP SCREEN

Key:

O: Where Obi-Wan enters the garden.

X: Where Obi-Wan exits the garden

T: Tank. This shows the original placement, but it can move forward and back and swivel on its axis.

SH: Small health; restores 25 health points. The one at the top of the map is located within a small walled area where Obi-Wan must jump the gate.

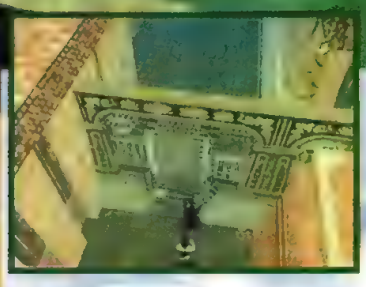
HP: Health pack; restores all health points.

FG: Five flash grenades.

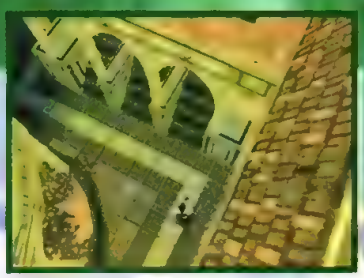
DT: Disabled Tank—essentially, large objects that block paths.

DD: These crates contain destroyer droids. Use no weapon on them, and don't get too close, or the crate may release the destroyer droid. You gain no benefits from fighting these droids.

1: Where you enter the northeast quadrant.
2: Where you exit the northeast quadrant.
3: Where you enter the northwest quadrant.
4: Where you exit the northwest quadrant.
5: Where you enter the southwest quadrant.
6: Where you exit the southwest quadrant.
7: Where you enter the southeast quadrant.
8: Where you exit the southeast quadrant.

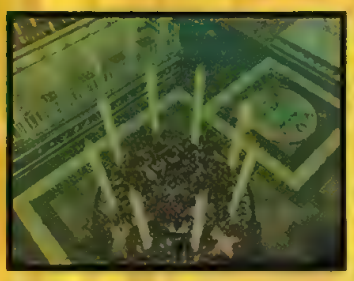


This is the guard at the gate out of the city, located just past X on the Map Screen. If you have the code, give it to him and skip forward here to the following "Out of the Garden" section. Otherwise, ask if there's another way out of the city, and follow him back around the corner.



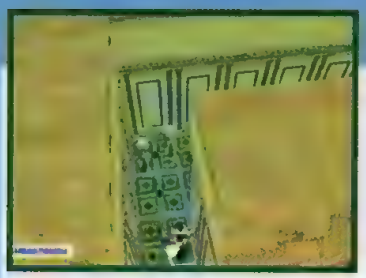
Go up these stairs near the gazebo and enter this building.

SECRET

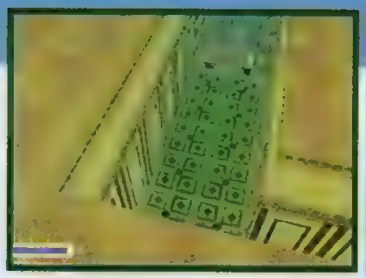


You'll find a small health pack in the gazebo.

The guard dies opening this door for Obi-Wan. Save your game and get out your lightsaber. Then proceed through the door.



Take out these two droids before turning right.



Here are another two droids to eliminate before moving on.

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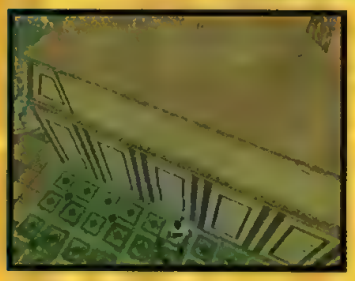
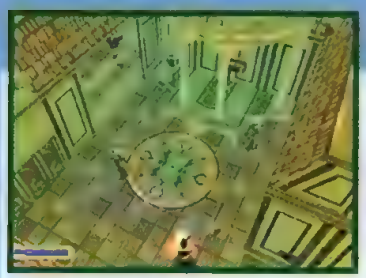
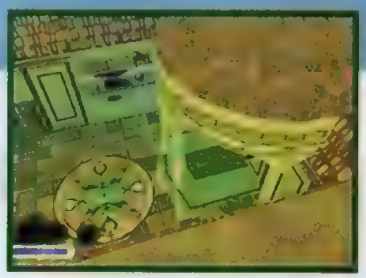


In this hallway, right after you enter the building and turn the corner, there is a secret area accessed through the uneven block in the wall in front of Obi-Wan. Pull this block out and enter the passage.

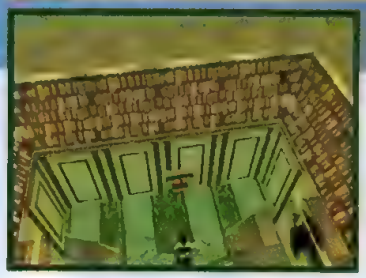
At the end of the passage is this room with a regular health pack.



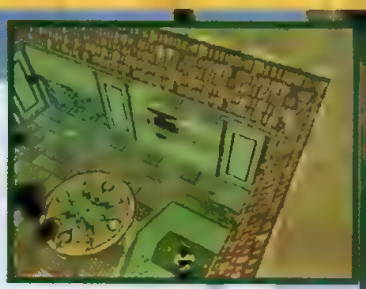
Three more wait on the floor here. If you have more than three flash grenades left, you can try one here. After disposing of these three, duck back into the entrance hall and catch your breath; switch your armament to flash grenades.



Try to deal with the droids on the balconies one at a time. It's probably best to Force push, and then lob a grenade.



Then go into the enclosure and press the red button.

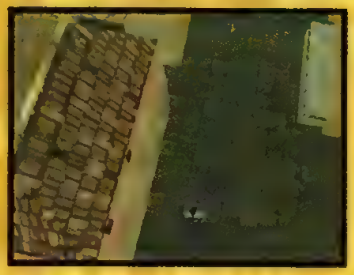


Pressing the button opens this door. Go through, and you're out of the garden.

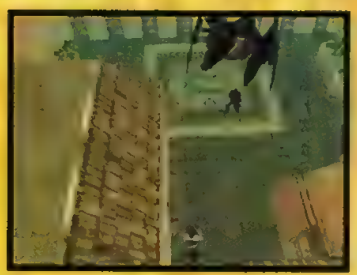
Out of the Gardens

Obi-Wan walks through an apparently deserted plaza.

SECRET



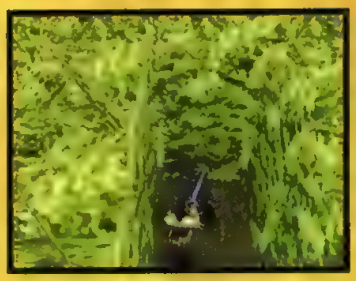
Off this walkway is a small alley that Obi-Wan can go down.



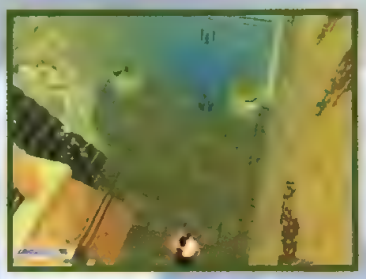
At the end of the alley is a starfighter droid that blows up as Obi-Wan approaches and a regular health pack. If your health is low, don't bother.

SECRET

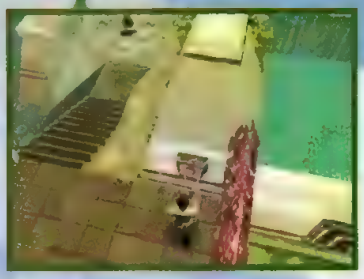
Here he can jump up on the small ledge . . .



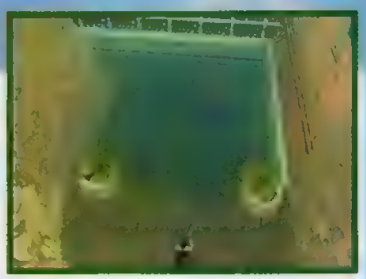
. . . and into the bushes to pick up a missile launcher.



Here at the base of the stairs, you'll encounter one more battle droid.

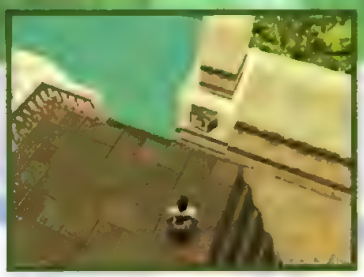


At the top, press a button to open a water gate.

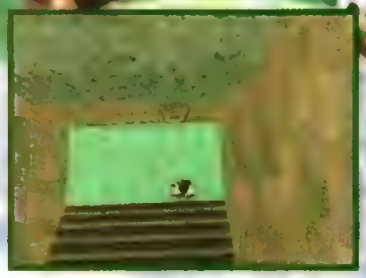


Dive into the pool of water at the base of the stairs and swim left.

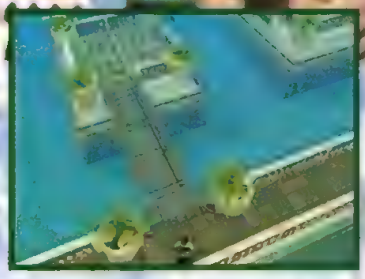
Ascend the stairs you find here.



At the top, push yet another water-gate button.

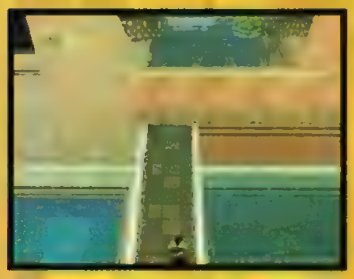


You've drained the pool in the tank at the bottom of this staircase so you can use the button there.

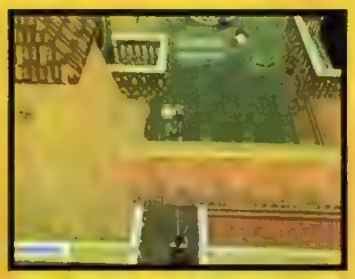


Pressing the button at the bottom of the pool extends the bridge directly behind Obi-Wan. Use it as described in "Storming the Gates," which follows, or take a shortcut.

SECRET

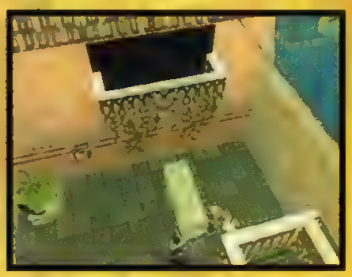


The shortcut: continue along this walkway to the door beyond.



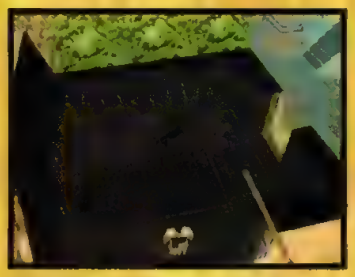
Dispose of the battle droid stationed here.

Pull out this bench to find a missile launcher.

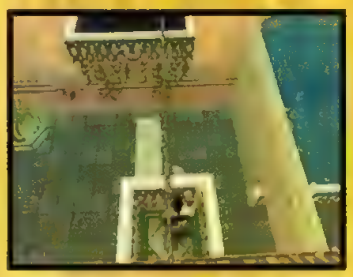


Obi-Wan must move the bench under the balcony.

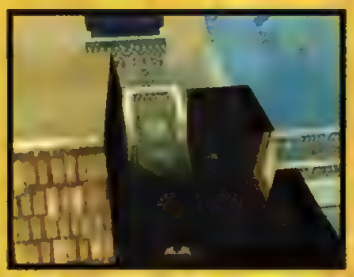
There he presses a button to open the balcony doors.



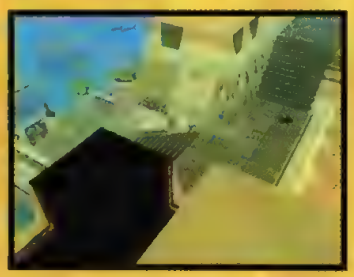
After he jumps from the bench to the balcony, he finds himself in a room with another missile launcher and a regular health pack.



Then he can take the vine across to the other balcony.

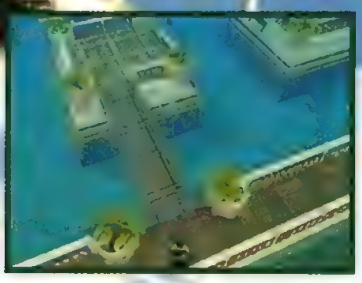


Obi-Wan explores this room and finds a thermal detonator.

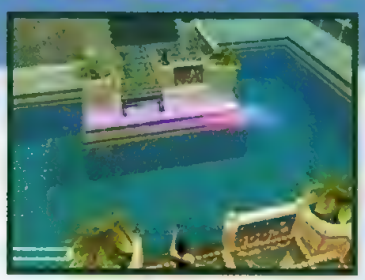


Then he can exit out this window and end up where he would have if he'd crossed the bridges.

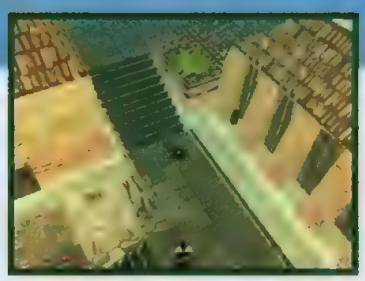
Storming the Gates



If Obi-Wan chooses the route across the water, he must cross this bridge first.

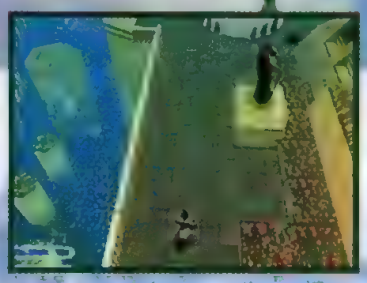


Force push the lever to extend the bridge, and then climb the stairs.



This is where you'd have arrived if you'd taken the shortcut. If you want, jump through the window behind you and pick up the weapon you get by taking the shortcut. (Eliminate the droid, move the bench, and push the button.) It's a good idea to save at this point.

Avoid stepping on items like this one: they're land mines.

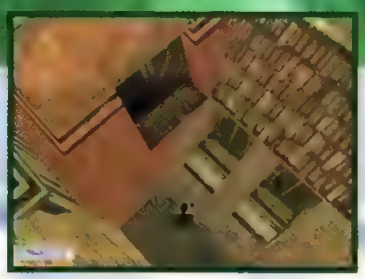


Climb the stairs and head down the walk toward this tank.

First, run across the stairs (the tank turns slowly) and Force push this lever to open the inner gates.

Then run back across in front of the stairs and leap through this window.

There, dispose of one battle droid and take the regular health pack. You'll probably need it.



When Obi-Wan gets down to this level again, he must leap over the land mine and jump into the low window to the right, and then into the higher window to the left.

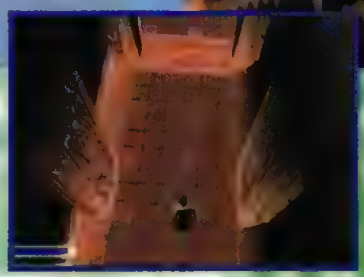
Then jump to the window directly above and throw the switch to open the outer gate.

Jump to the ground and run through the gates to end the level.

Escape from Naboo

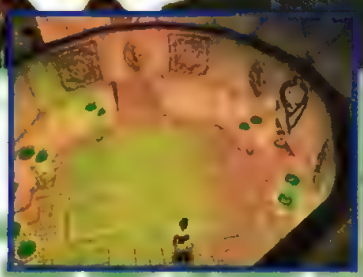
Throughout most of this level, Obi-Wan and the Queen travel together; he's there as her protector. Frequently the Queen will say to Obi-Wan, "I'll stay here." This means she's in a *relatively* safe spot and wants Obi-Wan to scout ahead. Anytime she does this is a good time to save your game.

Here Obi-Wan must follow the Queen up the stairs and turn to the right.

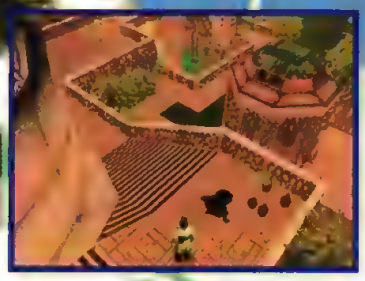


Go down this corridor and turn left.

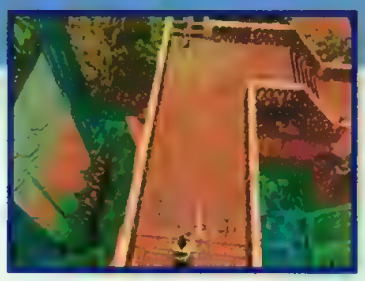
You'll see the Queen disappear through the doorway.



The Queen moves quickly through the circular room.

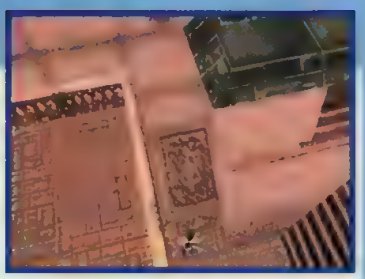


You must eliminate the battle droid at the foot of the stairs. Get ahead of the Queen here so you can protect her.

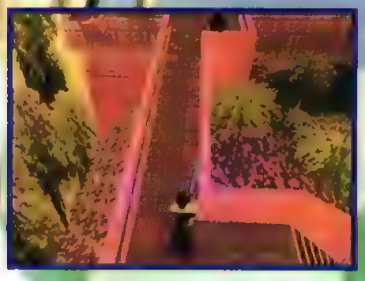


Another droid descends the stairs at the end of this walk. Dispose of it before it proves a danger to the Queen.

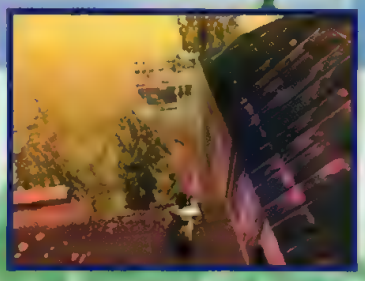
Follow the Queen down the stairs to this statue.



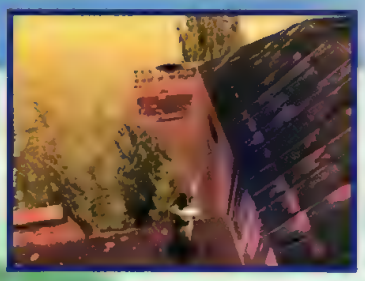
Push the statue back to gain access to an escape route.



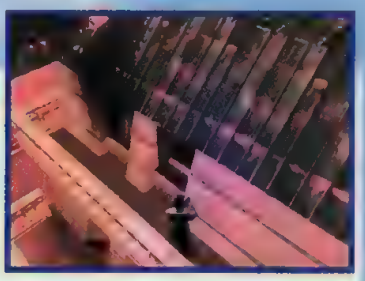
The Queen leads you up another flight of stairs and down a walkway to a door.



Force push this battle droid.



Because the door is locked, you must perform a tricky double jump to the far balcony. Save your game *before* you attempt this.



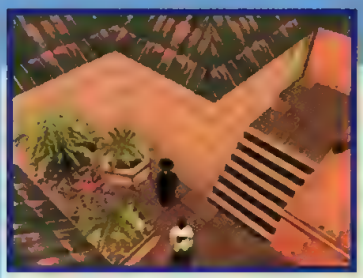
Once Obi-Wan makes the jump, he sees a door ahead.

SECRET

There's a balcony below. If Obi-Wan jumps there, he can pick up a proton missile launcher. Then it's an easy double jump back to the higher balcony.

If he jumps through the window, he can both find the button to open the door and pick up a small health pack and a blaster.

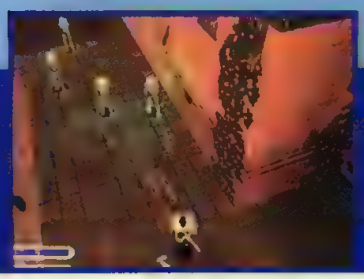
Then follow the Queen out the door and down the stairs.



Talk to the Queen here and tell her it's not yet safe to proceed. *Save your game.*

Go through this door.

Talk to this woman: ask her what troubles her, and promise to return her son.



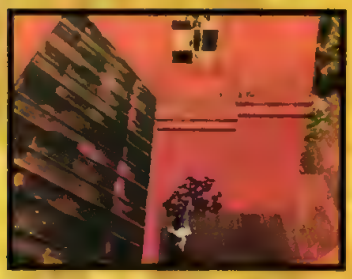
You have several battle droids to clear out. One comes through the door at the left, two more enter from the passage beyond on the left, and about five from the right. If your aim is good, duck around the corner with the blaster and take out the group on the right one or two at a time. But, you'll be running low on health by the time you get them all.

There are two regular health packs in this area—one hidden in the house where the little boy hides, and one Obi-Wan receives after he returns the boy safely. You can't use both, but it wouldn't hurt to reserve the second one for later battles. To find the boy, go through the door.

To get both health packs, don't talk to the boy yet. Instead, jump up on the balcony behind him. If you tell the boy it's safe to go ahead and then stop to get the health upstairs, the boy will be shot and you'll get only one health pack.

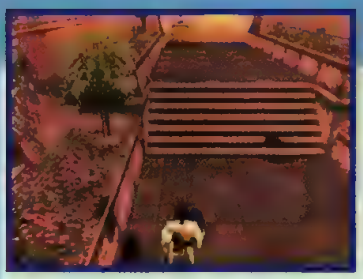
This is where the upstairs health pack is located. Now Obi-Wan can ask the boy if he can help, tell him to return to his mother, and walk the boy back to get the second health pack.

SECRET

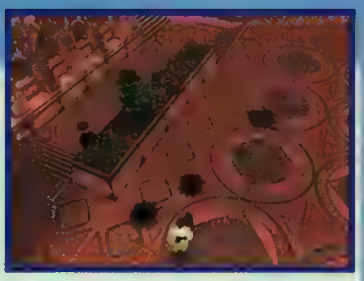


This droid patrols a room just above the door to the house in which the boy hides. Time your double jump so he's at the back of his path, and you can take him out with no loss of health.

A repeating blaster lies hidden in this room.

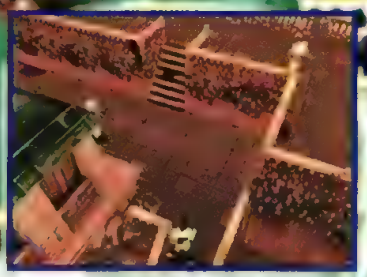


Save your game here. With the Queen, go to the left around the corner. You'll encounter another group of droids to dispose of, and in the courtyard beyond about six more—and a tank.



The Queen will wait here while you explore the courtyard to find the controls for the gate. Refer to the following map.

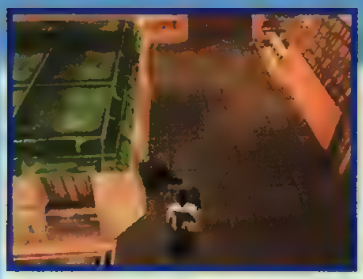
MAP SCREEN



When Obi-Wan goes up to the balcony, he must take on two more battle droids (1).

TIP

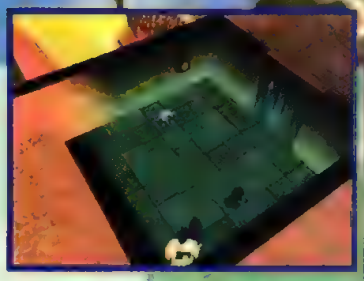
If you choose to get water for the wounded trooper, do everything else first, then return with the water.



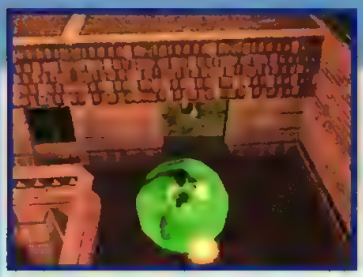
Talk to the wounded trooper. You can offer to get water for him (2).

Jump through the break in the railing.

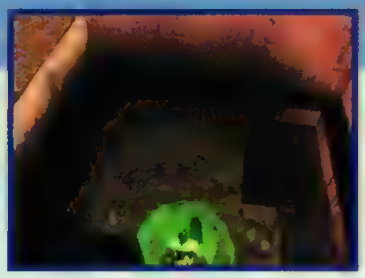
Then climb the stairs.



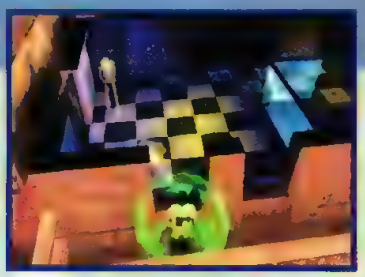
Pick up the water for the wounded soldier—and a shield that provides brief invulnerability, as well.



Take out as many droids as possible before the shield's energy runs out. A droid guards this door at the corner (3).



Inside this room is a small health pack.



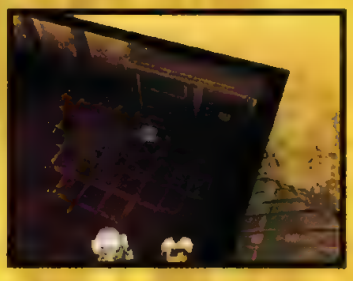
Down the walkway, jump through the window and take on another battle droid (4).

In the room beyond waits yet another droid.

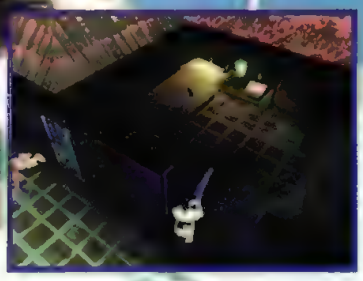
Go through the remaining rooms and exit here beneath this window (5).

Attack the droid at the controls of the tank (6). Once it's been defeated, the tank will roll away and move freely back and forth in the courtyard. This also gives you access to the gate control left of the tank controls (the red circle on the map).

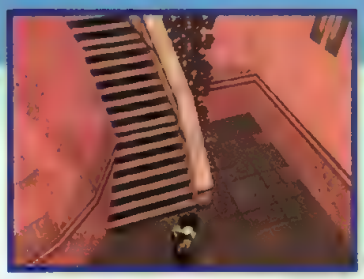
SECRET



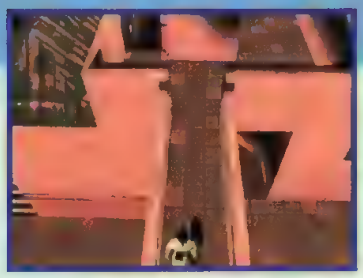
Through the window at 5 on the map, Obi-Wan can use the palm panel to get a full health and flash grenades.



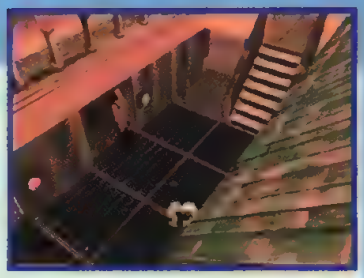
Obi-Wan can do a couple of other things before he leaves the area. Return up the stairs and reenter the building to the corner near the red circle on the map. Then enter this small room and pick up flash grenades off the floor.



Descend the stairs from 4 and climb these stairs opposite: you're in the prison wing of the palace (7).



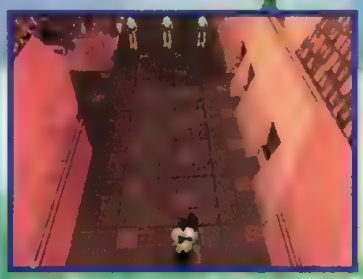
From this walk, you can see the prison cells on the lower level.



If Obi-Wan stands in front of this cell and releases the prisoner by using the control, the prisoner gives Obi-Wan a thermal detonator. Do *not* follow his instructions to use it on the tank, however.

CAUTION

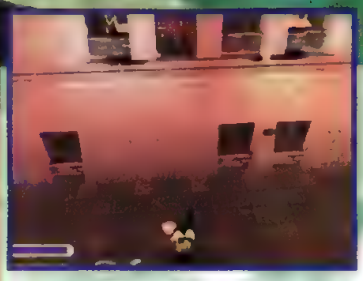
Do not leave the Queen too far back throughout this level.



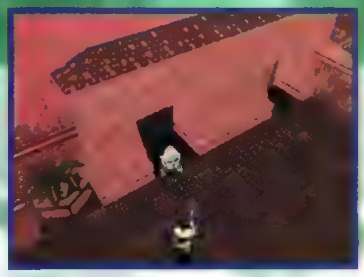
Before escorting the Queen through the opened gate at 8, go ahead to clear the path of enemies—these three droids, for example.

CAUTION

Important! Never, either here or on the other side of this arch, destroy any droids guarding this gun emplacement, even if they seem to be approaching. Killing them releases more destroyer droids into the area than Obi-Wan can handle. Also, be sure to listen to the Queen throughout this area.



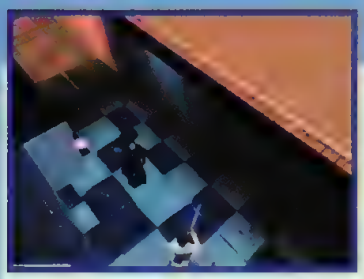
These two in the windows are probably best disposed of using the lightsaber to deflect their shots.



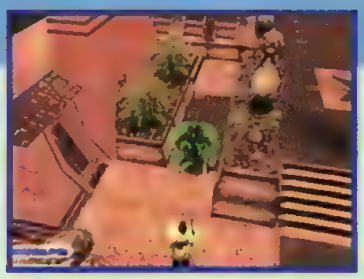
While you're in this area, talk to this little mech droid and tell it to stay where it is. This will be useful on the next level.

Now accompany the Queen to this point. Tell her you'll check ahead, and climb the stairs quickly.

Enter this room at the top and pick up the blaster. Use the palm panel to open the closet and pick up the regular health pack.



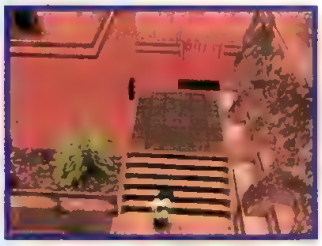
Return to the foot of the stairs and tell the Queen it's all right to go ahead. *Save your game now.* When the two of you reach this room, run ahead. This keeps her from following immediately and gives you enough time to do what you must in the next area.



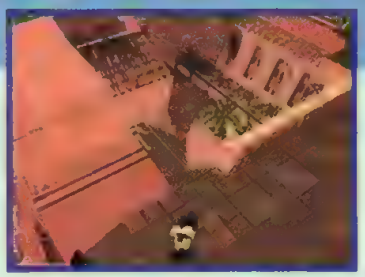
Two destroyer droids wait below. The basic idea here is to keep the destroyers moving and attack them when their shields are down. Rolling and shooting with one of the blasters works pretty well, although your lightsaber will cut through the shield after several blows, if you live that long. Again, avoid shooting the droids under the arch, or you'll have even more battle droids to cope with.

NOTE

This door may be intriguing, but you can't go through it on this level.

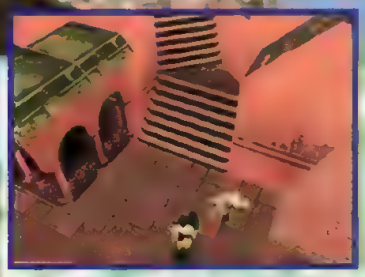


Dispose of this droid before returning to the Queen. If your health gets dangerously low before you eliminate the destroyer droids, you'll find a regular health pack hidden in the room at the top of these stairs. If you can, though, save it for later.



After getting rid of the two destroyer droids and the battle droid near the stairs, get the Queen to follow you. She'll keep going until she reaches this locked gate, which you must open for her. The droid here probably will come up to meet you, and you can shoot it down.

There's also this droid at the base of the steps near the gate. Eliminate it before you leave the Queen.

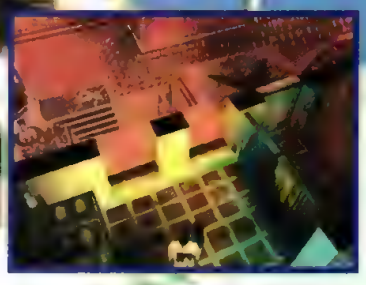


Return to this staircase and climb to the top.

Obi-Wan finds the door on the right locked, but he has no trouble with the door on the left.

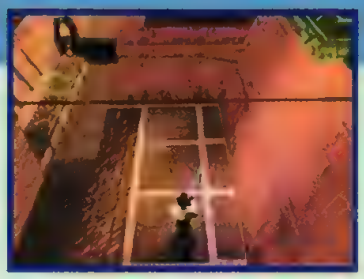
When you offer to help this woman, she tells you where to find the controls for the lock on the gate.

Another regular health pack lies hidden in this room.

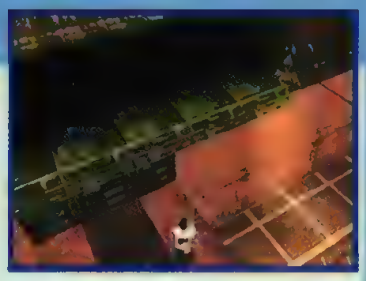


Go out the window here and onto the ledge.

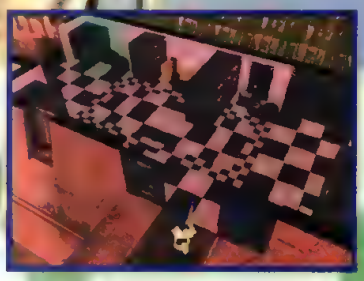
From the edge of the ledge in front of him (after jumping over the obstruction), make a difficult forward double leap onto the vine; then cross it to the other side.



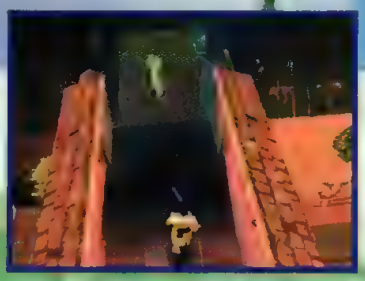
Now simply walk forward and leap over the balcony railing ahead.



Behind these glass doors lie the rooms with the gate controls.

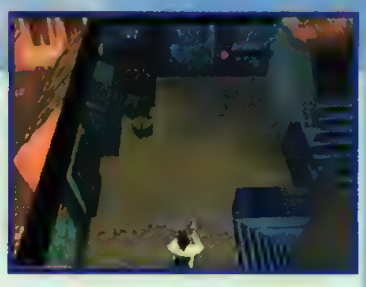


Enter the room, turn left, and head for the colonnade.

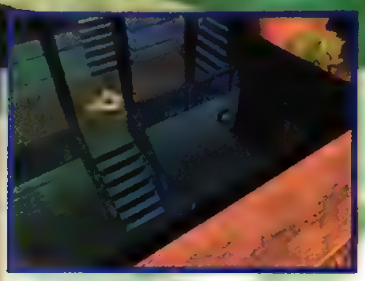


You encounter yet another battle droid to put out of commission.

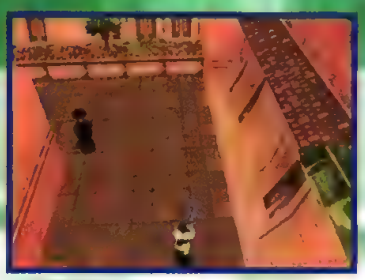
From here, go up the stairs to find the switch for the gate.



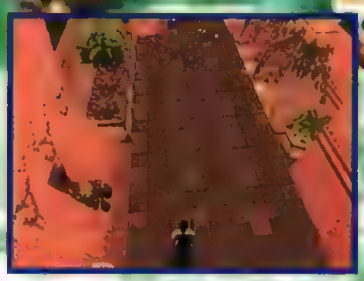
The red wall button is the gate switch.



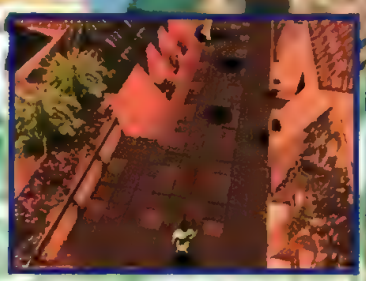
Descend the stairs and press the green button to leave the building.



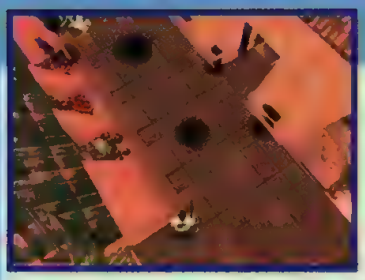
The Queen waits here for Obi-Wan.



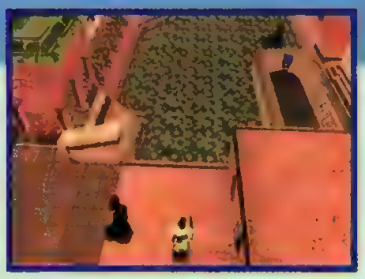
You must shoot out three land mines around the corner before the Queen walks through.



More battle droids—one visible at the end of this walk.

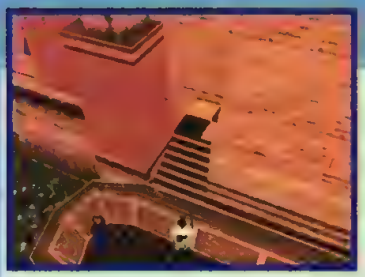


You can take out one as it comes through the door.

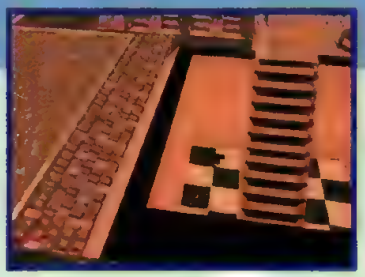


Accompany the Queen to this bridge. Now you must find the switch to lower the segment.

First, jump into the boat . . .

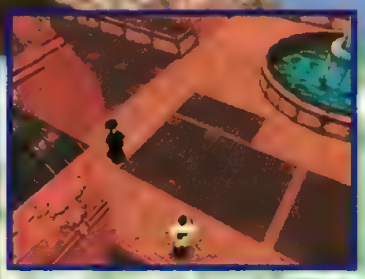


. . . and from the boat to these stairs.

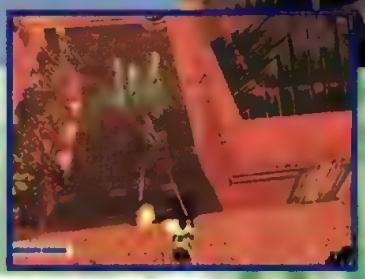


Behind the stairs, you'll find another blaster.

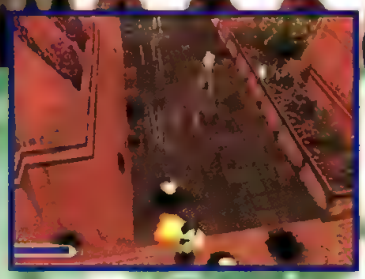
From the edge of the balcony, Force push the lever to lower the bridge.



From this point on, the Queen becomes impatient, often moving ahead without asking. At this corner, go ahead just enough to activate the droids coming from behind.

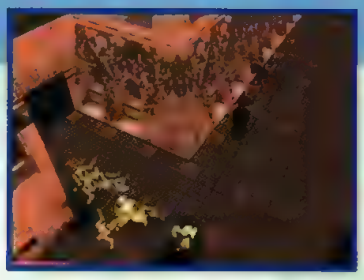


Return to the droids behind and dispose of this group. Try the roll-and-shoot technique, or just wade in with your lightsaber.

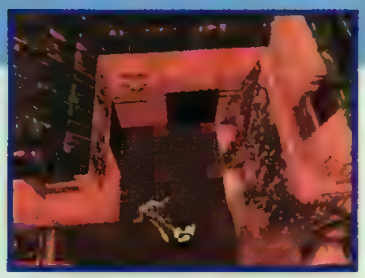


The problem with this group of battle droids is the heavy repeating cannon. You must take out the other two battle droids before attacking the droid operating the gun. Then attack the gunner from as far back as possible—but from in front, not behind. If you remove the gunner any other way, a destroyer droid will appear suddenly, sometimes behind the Queen. As soon as you take out the gunner, be prepared to move forward: that's the signal for the Queen to move.

The Queen moves forward into this group of droids, so be ready to draw their fire quickly and remove them. Quickly save your game here.

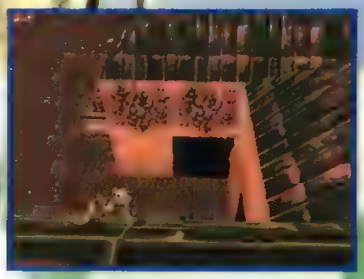


Once you remove that group of droids, the Queen waits here. At this point the destroyer droid and two battle droids come up from behind. You must draw their fire, taking out the battle droids first, keeping the destroyer droid moving, and using roll-and-fire wherever possible.

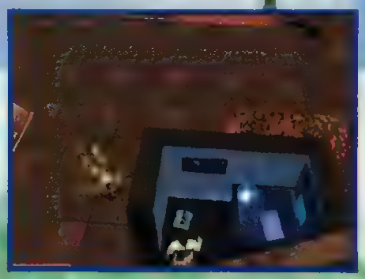


Move through the door ahead.

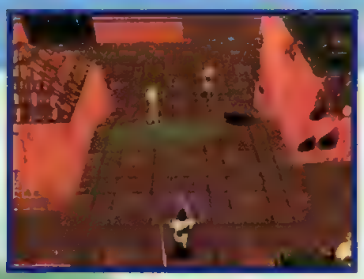
Talk to this man: ask for his help, and then say you must return to the Queen. At this time, it wouldn't hurt to check on the Queen and make sure there are no destroyer droids approaching from behind.



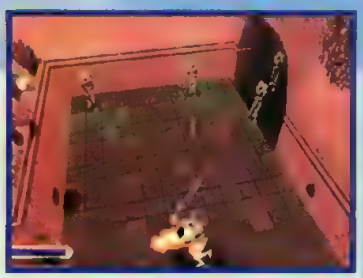
Now pass through this door the man opened for you.



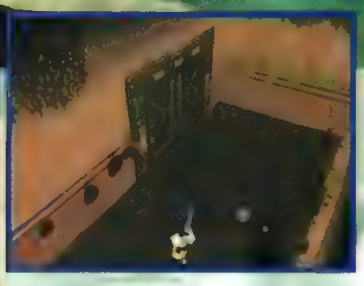
You can pick up one regular health pack and a floating seeker unit that will serve as extra defense.



Now you'll encounter your last large group of droids. Roll-and-shoot probably will work best. These two lead the pack.

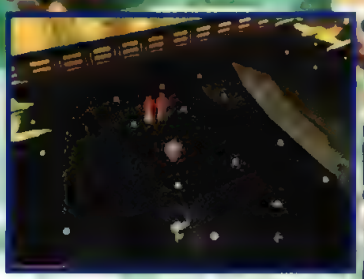


Then there's this group in the corner and under the arch. There's at least one more in the courtyard behind this position, but don't go into the courtyard. Just shoot the droid from where you are; otherwise you'll attract more fire.



Once you're no longer drawing fire, return for the Queen and take her under the arch to wait before the hangar doors. Then enter the hangar alone.

Get rid of three more battle droids.



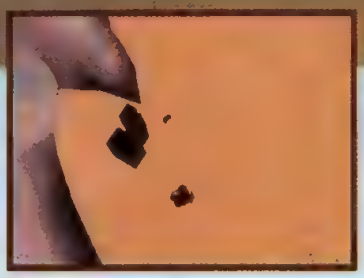
Now return to the Queen, escort her into the hangar, and rejoin Qui-Gon.

Mos Espa

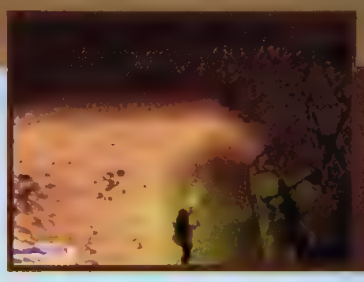
The Queen's escape ship has been downed on the planet of Tatooine, and Qui-Gon must go into the town of Mos Espa with Jar Jar and Padmé. En route he must protect them from Tusken Raiders, but in the town, most challenges are to his wits, not his lightsaber. In fact, in some places he can get into trouble just by going through a door with his weapon drawn.

Trading and Traveling

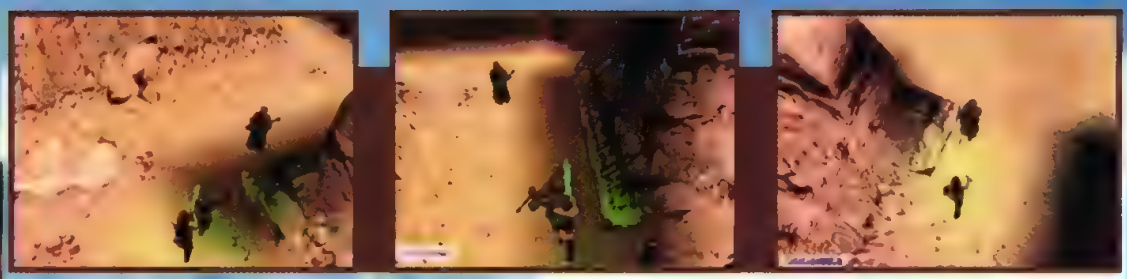
Qui-Gon prepares to leave for Mos Espa with Padmé and Jar Jar. Obi-Wan and Panaka remain with the Queen's ship.



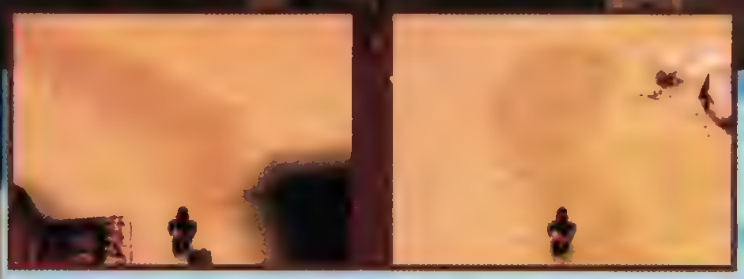
Look around the ship and you'll find flash grenades nearby.



Qui-Gon needs to clear the Sand People from this area, making sure to protect Padmé and Jar Jar. As soon as possible, Qui-Gon needs to take out the two Tusken Raiders with rifles. Return periodically to make sure that the Queen is not in further danger.



From there, he can start vanquishing the rest. The jump-attack is very effective for melee combat with multiple enemies. While the Sand People may not do much damage per attack, their agility and numbers make them quite formidable. Jump often to dodge their blows. Do not leave the area until all the Tusken Raiders have been eliminated or Padmé and Jar Jar will be injured.



Then follow the trail across the sand . . .

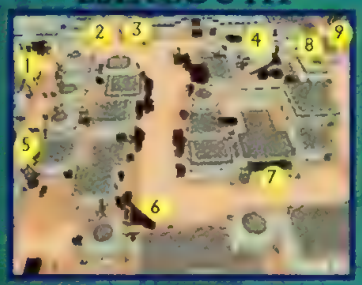
. . . to the outskirts of the city.

MAP SCREEN

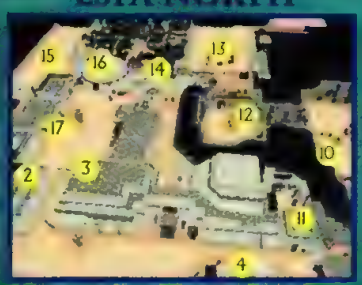
1. City entrance
2. Civilian's house
3. Sebulba's apartment
4. Captain Neg's house
5. Cantina
6. Important merchant
7. Mawhonic's Podracer
8. Bathhouse
9. Padmé
10. Yak face
11. Vek Drow's shop
12. Shmi
13. Anakin's Podracer
14. Junkyard
15. Jawa area
16. Watto's shop
17. Barbo's shop

Qui-Gon is at point 1 on the map. There are many places to go and things to do in Mos Espa, in no specific order. There are a few things it might be wise to do first, however.

ESPA SOUTH



ESPA NORTH



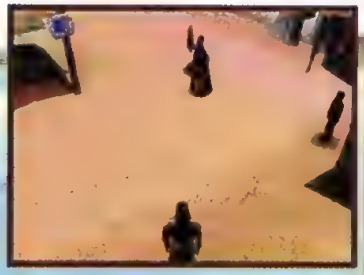
As soon as Qui-Gon enters Mos Espa, he sees young Anakin, but now is not the time to chase him. He'll soon disappear between the buildings.

Rendezvous with Padmé at point 9: take the second right turn here (just past point 3 on the Map Screen).

TIP

This is a dung-worm salesman. To make Qui-Gon's stay in Mos Espa more interesting, have him walk through the dung worms. Then listen to Mos Espa's inhabitants comment on Qui-Gon's interesting odor.

These two guys are trouble. They'll seek Qui-Gon to strike him, reducing his health, every time he walks past here. If Qui-Gon kills one or both of them, he'll place himself in deadly danger from other Ishi Tib. If he Force pushes them, they'll shoot him instead of striking him. His best course is to run past them every time he passes through here.



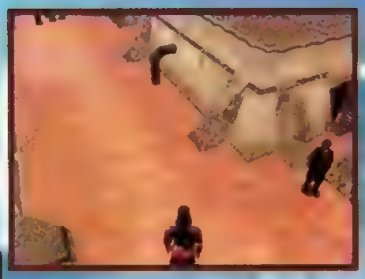
To reach Padmé, turn left here (point 6 on the Map Screen) . . .

. . . and then left again at this next corner.

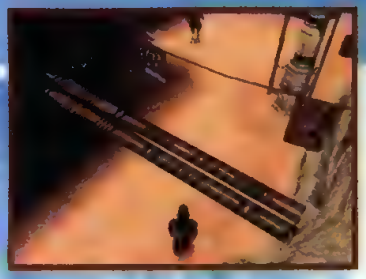
Qui-Gon talks to Padmé just beyond, at point 9. He asks about Jar Jar. Then he asks her what she's learned. When she tells him about Anakin, he tells her to go on. Thank her and proceed down the street.

SECRET

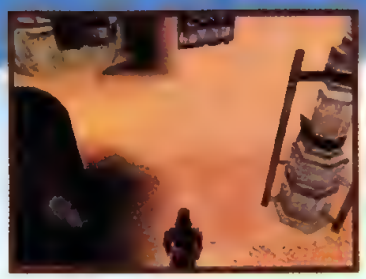
These Jawas and their eopie will cross the street in front of Qui-Gon. If he chooses, he can follow them here. If he walks forward, he'll find a heavy repeating cannon behind a set of double doors that need to be opened. At this point, the Jawas will start shooting at him and he can use the cannon to shoot down as many as he likes. This will, of course, make him a target for the other Jawas he encounters in his travels through the town, so if you want to use the Shooting Gallery, you may want to save the game before Qui-Gon crosses the street; then, after experiencing the Shooting Gallery, take up the quest for Anakin from the saved game.



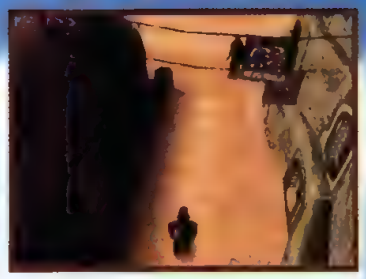
Straight ahead is a group of street urchins at the edge of the slave quarters.



To get to Shmi (Anakin's mother), Qui-Gon goes straight ahead, past Yak Face at point 10.



Turn left here.



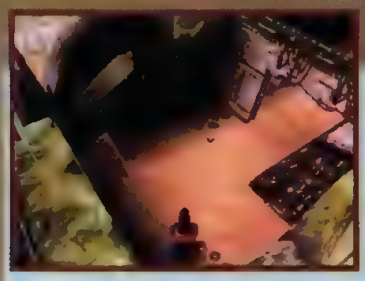
Turn right here, taking care to stay clear of the street thug.

Shmi awaits Qui-Gon under the arch at point 12. Qui-Gon introduces himself to her and asks about Anakin. (Note that she'll only appear if you've talked to someone about Anakin and Watto.) She offers to take him to Anakin if he agrees to free him from slavery.

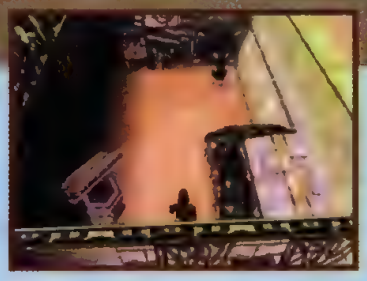
Qui-Gon can follow Shmi straight to Anakin (point 13).

Qui-Gon talks to Anakin. He asks about Watto, and whether Anakin can introduce him.

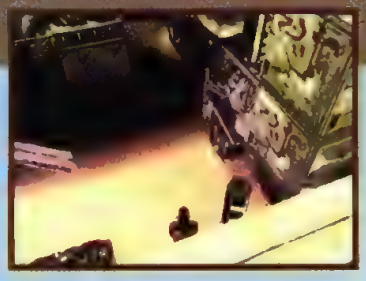
Qui-Gon asks for help again, and Anakin leads him through a "shortcut" through the junkyard (point 14).



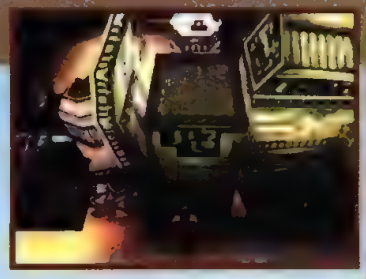
Turn right and go under the arch.



Anakin disappears through a small opening through which Qui-Gon can't follow.

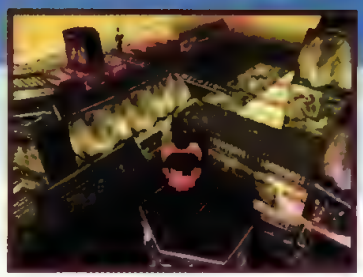


He can, however, jump onto this platform.

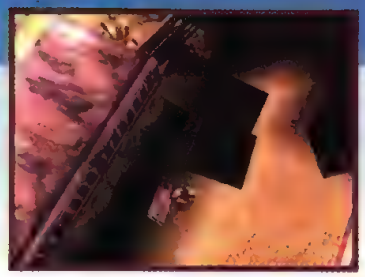


On the other side, Anakin disappears through another tiny hole, which means Qui-Gon must perform a double jump to the top of this pillar.

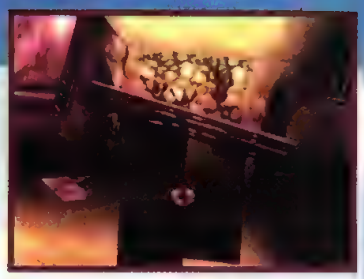
From here, make two more double jumps in the order shown



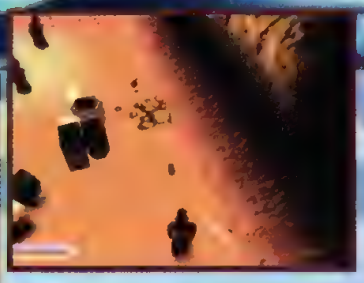
When Qui-Gon tries to cross on the plank Anakin used . . .



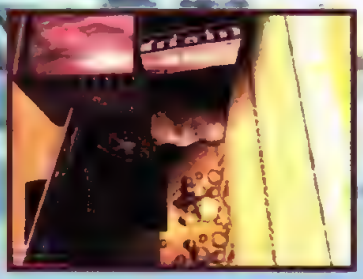
. . . it breaks under his weight and he falls. Shortly afterward Jawas break through the junkyard wall.



Follow them through the breach.

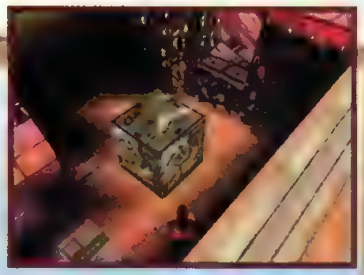


Dodge their shots and pick up a small health pack and a fuel convertor.

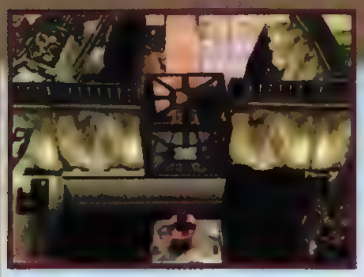


Then follow Anakin down this narrow passage.

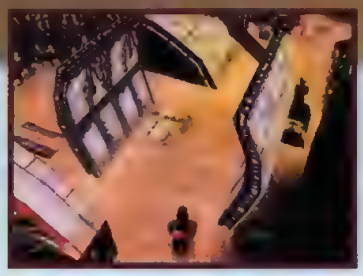
Qui-Gon next arrives in this area.



To reach Anakin, Qui-Gon must push this box forward . . .



. . . and then leap onto it and from there to the box above.

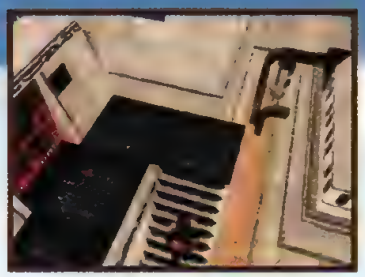


Turn right here and move forward to come in sight of Watto's shop (point 15 on the Map Screen).

Qui-Gon can't get the T-14 generator he needs from Watto on this level, but, depending on what he says, he can acquire other useful objects. (See the table of trade options that follows for some alternative possibilities.) For now, assume Qui-Gon wants another fuel convertor. Ask about trading the Naboo fusion coil for a T-14. When Watto offers a fuel converter, accept. Don't leave Watto until he has mentioned a bet.

Outside, talk to Anakin again. Anakin says he needs some parts to repair his Podracer. Qui-Gon asks what he needs. When Anakin requests a mass coupler and a servo control, Qui-Gon agrees to get them: if he bets with Watto on Anakin and the boy wins, he could get his T-14.

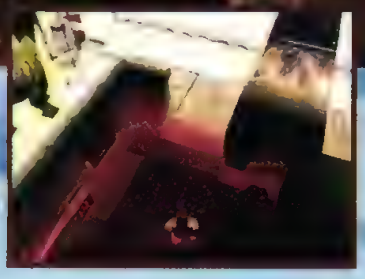
Move forward to talk to Tomo's mother near Captain Neg's house (point 4). She says Captain Neg has captured her son.



It does no good to try and get through the front door. And if Qui-Gon says the wrong thing, he may activate a gun that shoots at him.

Return around the corner and climb these stairs of the civilian's house (point 2). If you encounter the civilian, just walk past him.

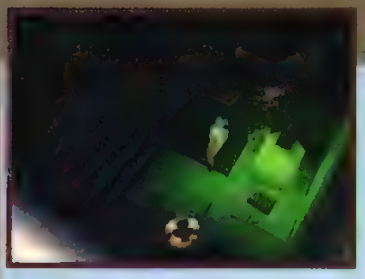
Walk through the house here.



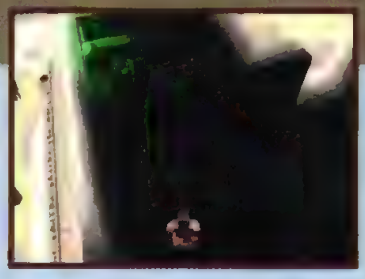
Continue outside the building, along the ledge.

Jump to the overhead rope.

Qui-Gon makes his way across to Sebulba's apartment (point 3).



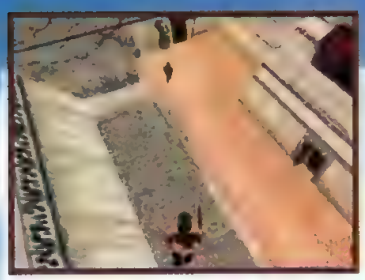
The Twi'leks warn Qui-Gon, but he goes upstairs, anyway.



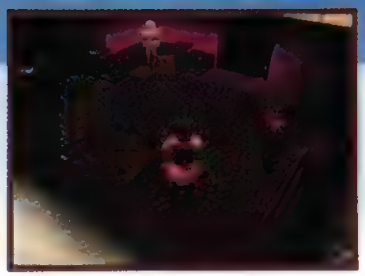
There's a blaster in the rear corner here.

Picking up the blaster activates a gun, and Qui-Gon must flee out onto the ledge. To disable the floor cannon, stand behind it and hit it with your lightsaber just as it starts to unfold.

Continue along the ledge to the next building.



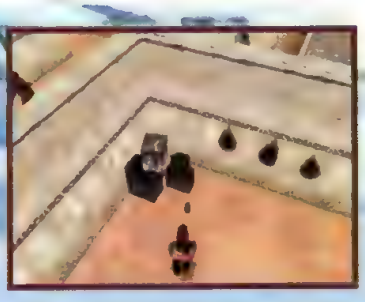
Jump to this rope and cross. A man below shoots at Qui-Gon, making him fall. Kill the man and return past Tomo's mother around the corner; climb the stairs to the civilian's house once more. Recross the rope, go back through Sebulba's apartment, and out again to cross this rope to Captain Neg's house (point 4). *Save your game here.* Start crossing the rope to Captain Neg's house, but immediately go back to the safety of the ledge. This should trigger the Nikto thug. Shoot him with a blaster from the ledge.



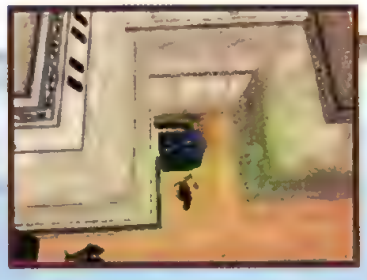
Make sure Qui-Gon doesn't enter this room holding his lightsaber—or any other weapon. That way he can pick up the regular health pack here in relative safety. Only pick up the health pack if you really need it. You can always come back for it when fighting the beast.

Qui-Gon should be armed when he approaches this fellow on the balcony: he'll start shooting as soon as he sees the Jedi. Don't approach the woman inside the house, or she'll shoot at you.

Qui-Gon came here to rescue Tomo, who's at the bottom of the stairs. First, however, he must deal with this beast. It's deadly, so shoot it from a distance whenever possible. Make good use of the surrounding area to keep the creature at bay.



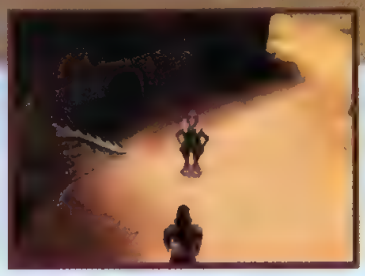
You'll find a small health pack in the yard, if Qui-Gon starts to get low.



Use the palm panel to open Tomo's cage, say it's time to go, and then take out this generator with the lightsaber to escape from the yard.

When Qui-Gon returns Tomo to his mother, she gives him a repulse booster.

Now turn so Tomo and his mother stand directly behind Qui-Gon; turn left at the first intersection. Keep walking to the important merchant (point 6), who'll trade a mass coupler for two fuel converters.



From the important merchant, go around the next corner, and then head straight ahead for the slave quarters and Yak Face (point 10).

After Yak Face explains his problem, agree to help him by clearing the thugs from his house. The thugs inside are out to get you, anyway, so you may as well save your game and draw your lightsaber.

Talk to the male thug and use the Force to persuade him to allow you to look around. You can then jump down to the Rodians without interference from the man and woman inside.

Jump from here and eliminate the two Rodian thugs with guns. The fellow in the corner is an innocent merchant, Vek Drow. Vek Drow is grateful. Follow him into his shop and he'll offer you something. He doesn't have a servo control, but if you keep asking, he'll give you some engine binders.

Now Qui-Gon must return to the other side of Mos Espa, to the cantina (point 5).

Talk to Teemto and tell him that you're helping Anakin with his Podracer. When Teemto offers to help, ask if he has anything to trade. He'll give Qui-Gon a servo control for the engine binders and the repulse booster.

Return to Anakin with the servo control and mass coupler. Anakin says he must find Jar Jar. Qui-Gon must cross town again to the bathhouse (8 on the map).

In the bathhouse, tell Jar Jar to meet you at Watto's. Then return to Watto's and talk to Anakin to end the level.

This isn't the only way to play this level. The following table lists other trade options. Note that some of the options won't be available, depending on what you currently have in your inventory.

Trade Options

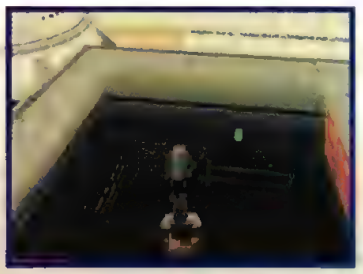
Character	Location	Object Offered	Object Received
Watto	Watto's shop	Fusion coil (after credit offer)	Hydrospanner
—	—	Fusion coil (no credit offer)	Fuel converter
—	—	Fusion coil (no credit, no mind trick)	2 fuel converters
Teemto	Cantina	Engine binder & repulse booster	Servo control
—	—	Jedi mind trick	Fuel converter
Barbo	Barbo's Shop	Fuel converter & repulse booster	Servo control
—	—	Jedi mind trick (fake, doesn't work)	None
Mawhonic	Mawhonic's Podracer	Hydrospanner	Fuel converter
—	—	Engine binder & hydrospanner	Mass coupler
Important merchant	Important merchant's shop	2 fuel converters	Mass coupler
—	—	Engine binder & fusion coil	Mass coupler

People and Places the Walkthrough Doesn't Mention

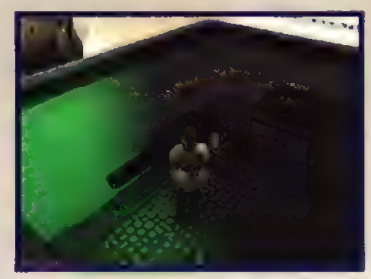
If you choose different trade options than described in the walkthrough, you'll need to talk to some of these people and/or visit some of these places.

Mat Rags is a hunter Qui-Gon may meet on the streets of Mos Espa. If Qui-Gon expresses interest in the krayt dragon and compliments Mat Rags enough, Mat gives him a dragon tooth. You can trade the tooth for a blaster at the first merchant to the left when entering town.

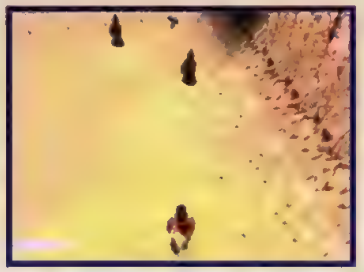
This door near Watto's shop has flash grenades on the bed, but as soon as Qui-Gon picks them up, a gun rises up near the door and starts shooting.



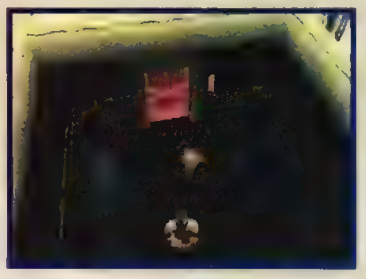
This is Mawhonic, who can always be found in his Podracer shop. You can identify Mawhonic's Podracer by its large, green engines.



There's a small health pack in the corner of the bathhouse.



In the rear corner of the area where Anakin works on his Podracer, two aggressive Jawas guard a blaster.



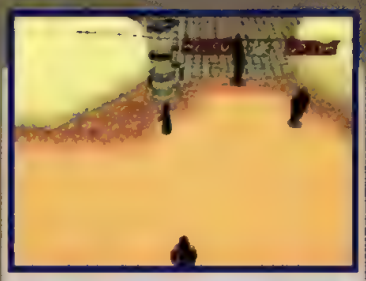
This is Barbo. He is either in his shop or outside in the immediate area and you have to chase him down. You can get the servo control from him by offering a fuel converter and a repulse booster. Either way, he may send you out into his backyard to "talk" to his assistant. This means fighting and defeating a few thugs before you can pick up the fuel converter off the ground in the yard.

Mos Espa Podraces

Qui-Gon has helped Anakin repair his Podracer. Now he must go to the track and find Jabba to get money to bet on Anakin, and then place his bet with Watto.

Jabba, Watto, and the others who hang out at the Podraces are neither trustworthy nor harmless. Qui-Gon has his hands full just staying alive to the end of the race.

Race for Freedom

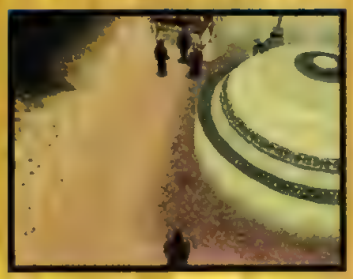


Qui-Gon stands outside the gate of the Podrace arena.

NOTE

If you haven't carried over a blaster with ammo from previous levels, the secret area is critical to winning this level.

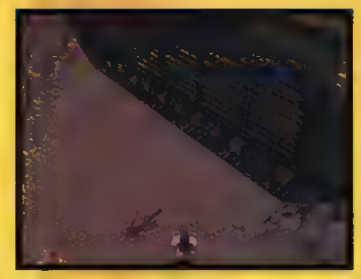
SECRET



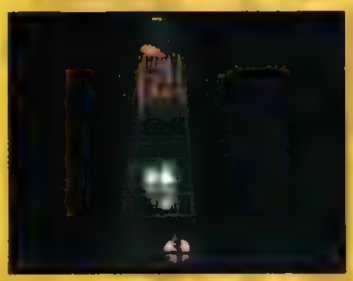
First, dispose of these three thugs outside the arena gates.

Then find this secret door to the left of where the thugs stood. It leads to a narrow path through the stone . . .

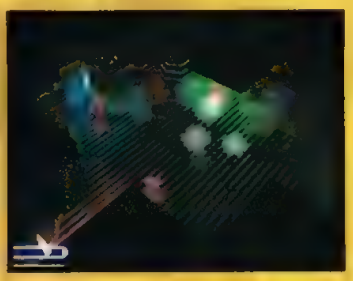
. . . which leads to an open area where you must eliminate a Tusken Raider.



Now Qui-Gon can jump onto and enter the sandcrawler.

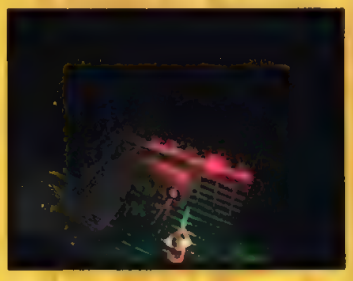


Walk through a narrow passage . . .

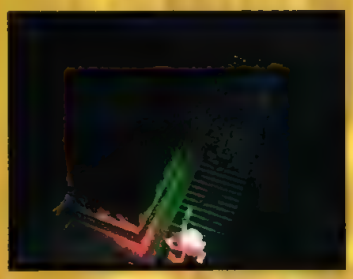


. . . to a room with three doors. Sand People guard the left and center doors. Kill them, but don't open the middle door; the troublesome droid beyond will only get in your way.

You'll find a small health pack behind the left door.

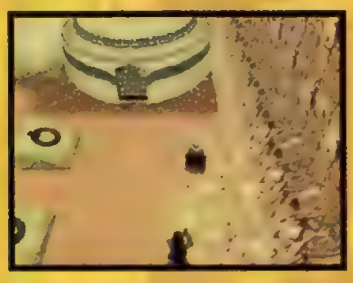


A palm panel opens the right door.

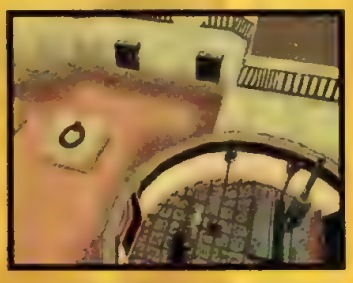


As this screenshot shows, a small astromech droid and a blaster wait inside, but when you open the door, don't enter. When the droid comes out, make sure you stay ahead of the droid and leave the sandcrawler.

Outside you encounter another Tusken Raider. Force push him off the ledge, protecting the droid.

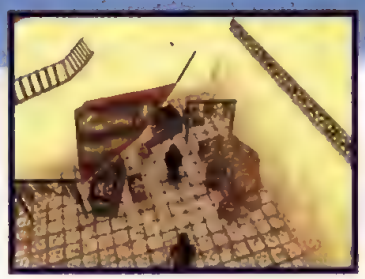


Now the droid can lead you safely past the front gates to this domed building.

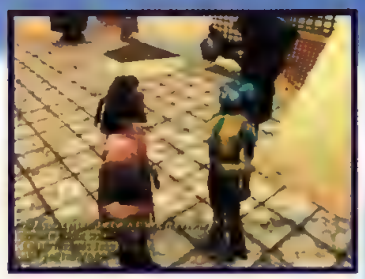


A regular health pack lies inside. Remember to return to the sandcrawler and pick up your weapon power-up. The blaster is the ideal weapon for defeating the boss at the end of this level.

If he's going to deal with a criminal like Jabba, Qui-Gon could use some extra protection. Go to the chokie seller and ask how dried chokie is made, and whether he sells anything else. Then ask about a thermal detonator, and say you're helping a friend with his farm. The chokie seller directs him to another vendor inside the gate.

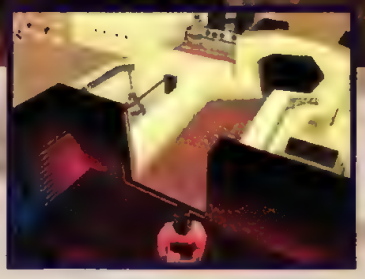


Ask this vendor whether he sells anything else, and then ask about a thermal detonator. Then use the Jedi mind trick to convince him to take Republic credits.

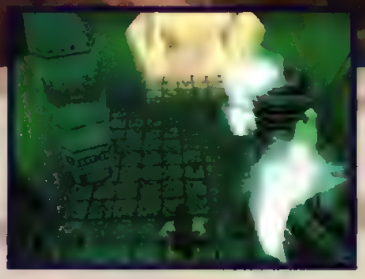


Talk to the Twi'lek Ann Gella. Say you must see Jabba before the race, and then mind-trick her into taking you to see Jabba now.

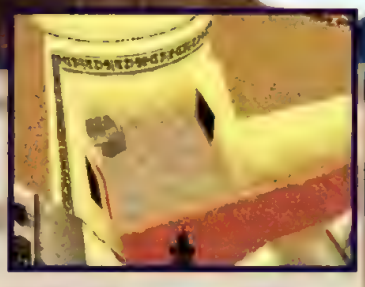
She leads you to this door and tells you to enter and look for a red hall.



Go through the room and down some stairs to a walk that leads to another door, and another set of stairs.

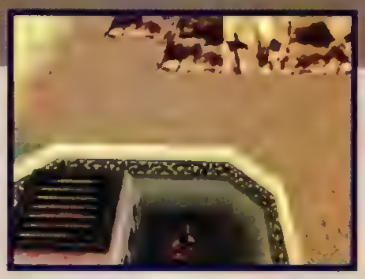


At the bottom is a green room with lots of steam—certainly not the red hall he's looking for.



You'll come out onto a walk. Make another right turn.

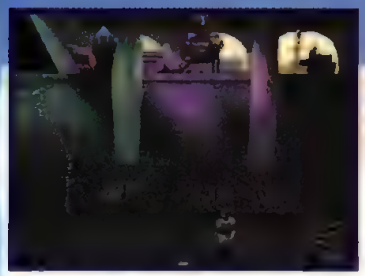
That could be the red hall ahead.



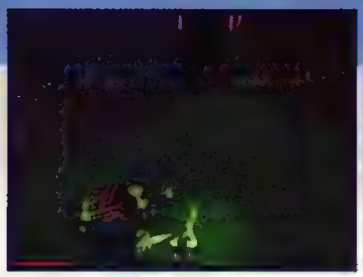
If you turn around and use this wall, you'll see a regular health pack, but if you are at full health, you won't be able to use it.

Yes, this looks like the hall you want, and there's a palm panel to press at the far end.

Qui-Gon falls and lands in an ominously dark room with a pile of gold peggats at the far end.



As he starts to pick up the money, he hears a voice and looks up to see Jabba. What you say here doesn't matter, but the most insulting comments will get you through this dialogue quickest. Equip your lightsaber and save your game.

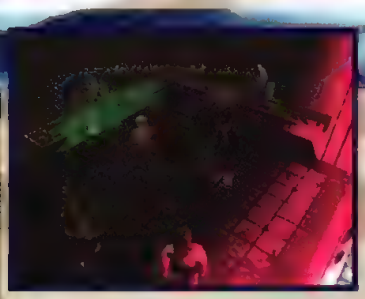


This is where you fight Jabba's champion. Stay out of his way, dodge his wooden spikes, and roll. Use Force push on Jabba's champion to keep the creature at bay. After defeating Jabba's champion, accept any rewards of health packs Jabba may have to offer.

TIP

Do not use the thermal detonator on Jabba's pet. There are too many spectators who might be harmed by the blast. Instead, save it for the ignition capacitor thief.

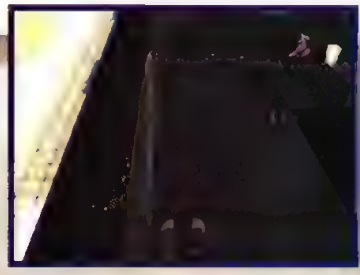
Climb the stairs into the bar. You may have to get around a couple of thugs. Put away your lightsaber before you leave the arena and dodge these guys as fast as you can. Talk to Teemto, who stands near the bar. Ask about Watto's whereabouts, and when Teemto says he doesn't know, mind-trick Teemto into showing you.



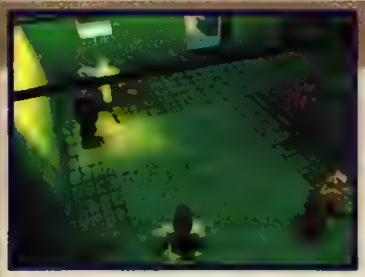
Teemto takes Qui-Gon to one of his drinking buddies, but Qui-Gon has no luck with him, either. Qui-Gon needs to talk to the hammerhead to learn that his friend can be coaxed with a drink. Otherwise, the bartender won't give Qui-Gon drinks.

Perhaps some juri juice will loosen his informant's tongue. Talk to the bartender, EV-7G7, to order drinks.

His new friend takes the drink, but wants one for his friend, too.

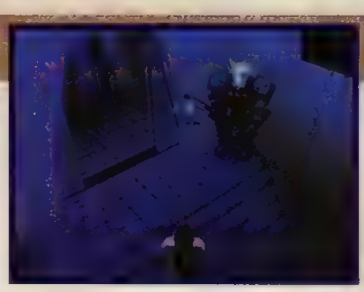


Qui-Gon asks once more about Watto, and the drunk says he'll find him. Follow closely. He goes into this room first . . .

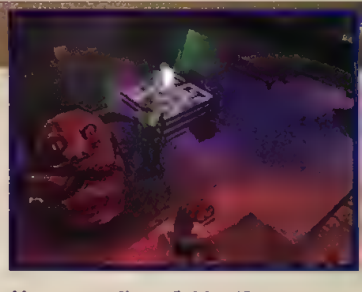


. . . and then through this one to talk to Watto on the balcony.

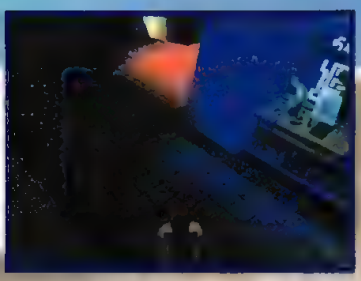
Qui-Gon negotiates with Watto. To get him to accept the bet, choose responses 2, 2, 2, 1, 1.



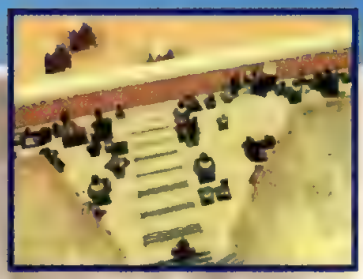
Watto tells Qui-Gon there's trouble with Anakin's Podracer. Return to the bar the way you came, and then climb these stairs.



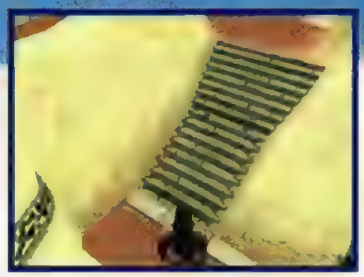
You can talk to Jabba if you want to, but it won't affect anything.



Go to the entrance found in the 7-G Lounge.



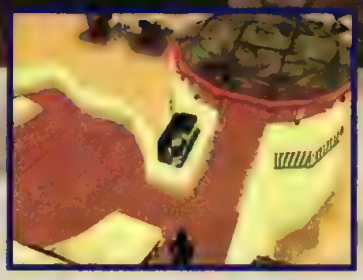
Make your way down to the front, using the aisle.



Walk along the front of the audience area to the right, to reach the stairs that lead to the bridge across the arena.

At the other end of the bridge, climb the hill to a domed building. (You're just taking the long way around to the arena).

Walk past another domed building, where a guard stands sentry near the door, and down the hill.



Qui-Gon continues to descend past an open-air dome to a staircase into the arena. Turn left to descend the stairs.

From atop the stairs, Qui-Gon can see Anakin and his Podracer.

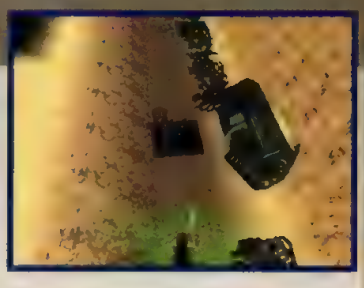
As Qui-Gon approaches the Podracer, Anakin shouts that someone has stolen one of his engine parts.

TIP

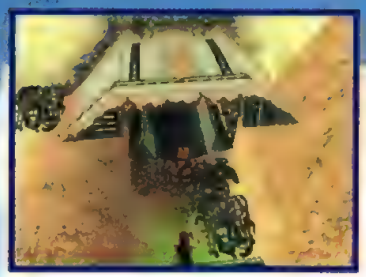
If you have any fuel convertors remaining from the previous level, you may be able to trade it to the guard for a blaster.

Pursue the thief past this parts yard.

A regular health pack lies hidden at the back of the parts yard.



The thief leads Qui-Gon into a Sand People ambush in the trench.

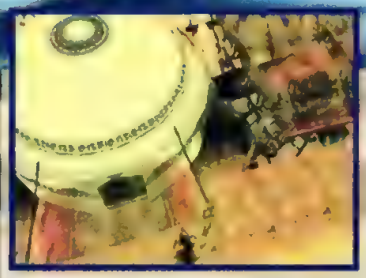


Investigate this tunnel at the end of the trench.

At the end of the tunnel you'll find the regular health pack.

Hit the wall to discover flash grenades.

Leave the trench and resume chasing the thief.

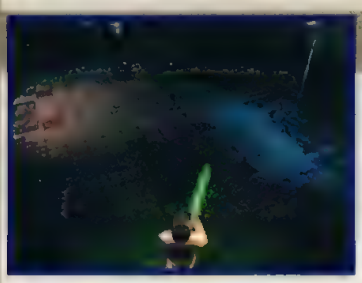


Qui-Gon ends up back at the dome, at the top of the stairs. The door is unguarded now.

Inside, the thief claims innocence.

But Qui-Gon finds a loose block in the wall.

Pull the block out and push it aside to find an ominous-looking middle area and a door beyond. Two small health packs lie here—one here to the right, and one just beyond to the left. If Qui-Gon has most of his health (and he should, if he picked up the regular health pack in the trench), save them for the battle you'll face beyond the next door. *Save your game here.*

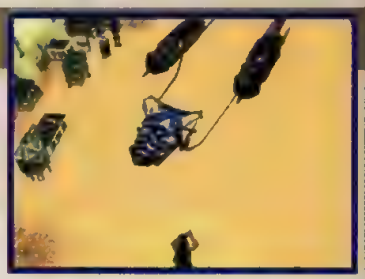


This is Qui-Gon's final enemy on this level—the one who has Anakin's ignition capacitor. Mechanized repeating blasters will pop out of the floor at various places around the room's edge. Don't engage this enemy directly; if you have a loaded blaster at this point, he's rather easy to take out. Just stand to the inside right of the door in this room and fire at him, taking out the floor-mounted guns as they appear.

If you have only a lightsaber, get close enough to provoke him to fire, and then deflect his shots back at him with the lightsaber. If you get too close, the enemy activates his personal force shield. Staying in the force shield long enough can regenerate his health, so stay just at the edge of his range, where you can deflect his shots back at him.

As the guns around Qui-Gon activate, roll and shoot until you can get close enough to destroy them. Frequently, your enemy won't shoot at you while you take out a gun.

When he dies, you can pick up the ignition part, but you may still have guns to contend with, both inside and outside this room.



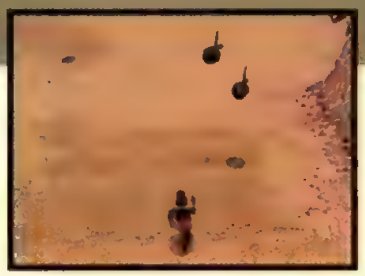
Leave the domed building and walk down the stairs and to the left side of Anakin's Podracer to return his stolen property. At this point the race will start, and your part of this level ends.

Encounter in the Desert

Anakin's triumph in the Podraces means freedom for the boy (and a new part for the Queen's starship), but Qui-Gon finds new danger awaits him in the desert—in the person of Darth Maul.

The Desert and Darth Maul

Qui-Gon prepares to escort Anakin to the ship and bids farewell to Shmi.



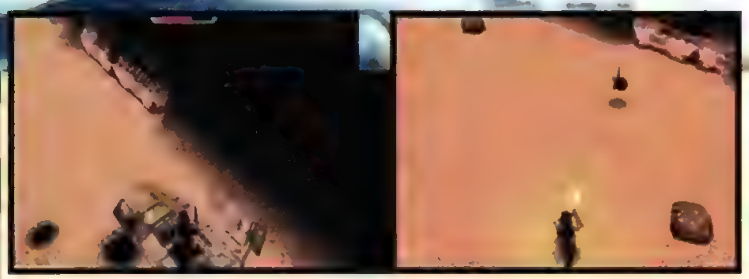
Darth Maul's Sith Probe Droids attack Qui-Gon. A blaster (if you have one left) can be a little more effective for taking these out than a lightsaber; the droids react to your movements and you can "lead" them with a blaster. The most effective way to eliminate them is to Force push them, and then attack them while they're "stunned." You must eliminate them all before you take on Darth Maul.

Qui-Gon follows Anakin into the pass where he fought the Sand People and first approached Mos Espa.

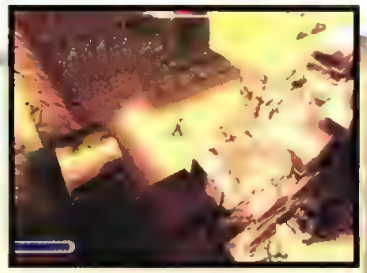
A sudden rock slide blocks the way through the pass.

Apparently, Darth Maul triggered the rock slide.

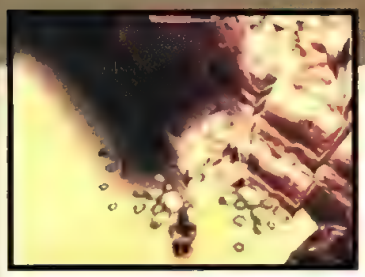
Darth Maul jumps down to engage Qui-Gon in combat. Your lightsaber is most effective here. Use a jump and "double attack" method: jump forward; then press the Attack button twice. Stay back and out of the corner against the wall as much as you can. Around the time his health bar reaches the halfway point, Darth Maul will leave and Qui-Gon can concentrate on opening the pass.



A landspeeder on the far right of the pass contains a regular health pack. Whether you use it before, during, or after your first encounter with Darth Maul is a matter of need and choice. If you think Qui-Gon will need the health, then have him destroy these rocks with his lightsaber before his battle with Darth Maul. Otherwise, when Qui-Gon runs for the landspeeder, Darth Maul will throw the boulders at him.

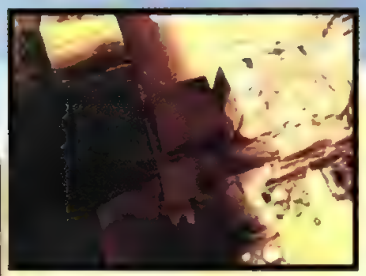


Anakin beckons Qui-Gon to follow him.

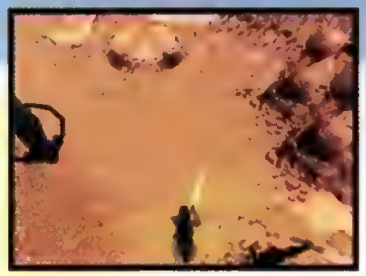


To follow, jump to the small ledge ahead.

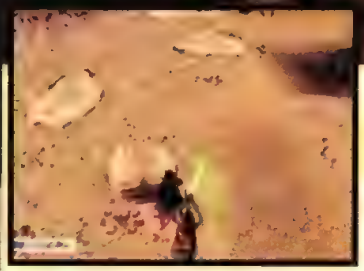
Push the large rock forward . . .

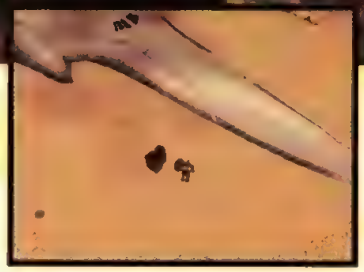


. . . to reveal a hidden passage. Enter. *Save your game here.*



Now Qui-Gon is in the same area as the valuable T-14 generator, the Queen (disguised as Padmé), and the getaway ship. Unfortunately, so is Darth Maul.





Qui-Gon must fight a delaying action here to allow the T-14 and the Queen to board the ship safely. Attack fiercely and keep yourself between Darth Maul and the ship. Remember, jump and double attack.

During your fight with Darth Maul, the Queen and the T-14 will safely board the ship, and Qui-Gon will break off the fight and run to join them. (Although a regular health pack lies near the ship, it's unlikely you can reach it without endangering the Queen or the T-14.)

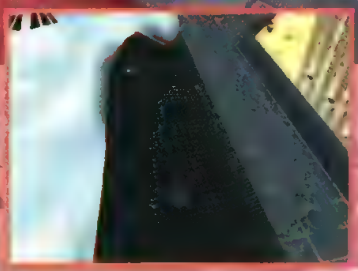
TIP

A faster way to get through this is to just take out the strider droids, ignore Darth Maul altogether, and clear the way through the pass. You'll fight Darth Maul on the other side, anyway, but it's merely a delaying action until the Queen and T-14 are safely aboard the ship.

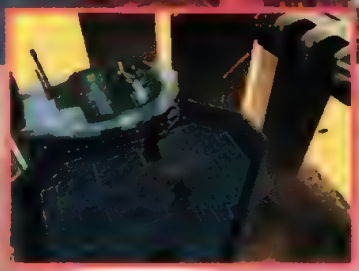
Danger in Coruscant

Qui-Gon has gone with Queen Amidala to Coruscant to bring Anakin before the Jedi Council, and so Amidala can go before the Senate and appeal for help for her planet. With Captain Panaka as escort, the Queen thinks she has a short taxi ride ahead of her. But when the Queen is kidnapped, the captain must use both his wits and his weapons to penetrate the depths of the Coruscant underworld and rescue her.

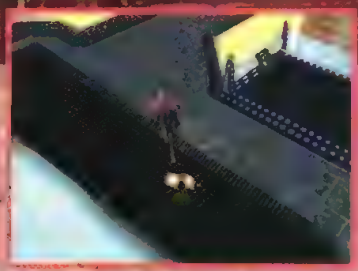
Rescue Queen Amidala



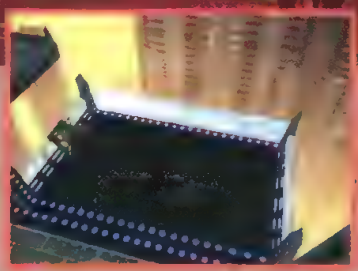
The Queen and Panaka prepare for their air taxi ride; pick up the R65 heavy blaster under the ship, and then escort the Queen to the air taxi to the right.



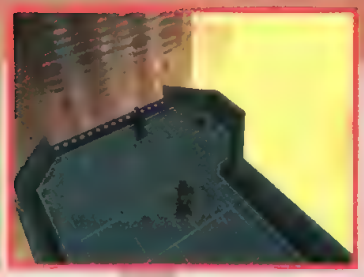
A hover cannon approaches as Panaka gets to the edge of this platform. To keep the Queen safe, move slowly until the cannon blows up the air taxi; then retreat quickly and move under the ship to the floating platform on the other side.



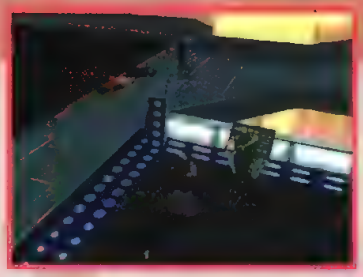
Thugs arrive on the floating platform. Eliminate them quickly. It's simplest and easiest to take them out while they're still on the platform.



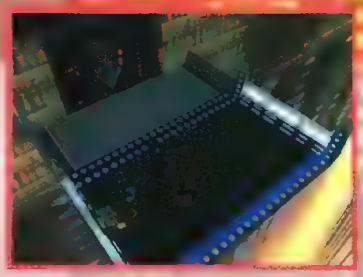
Once the Queen is safely on the floating platform, Panaka should have enough time . . .



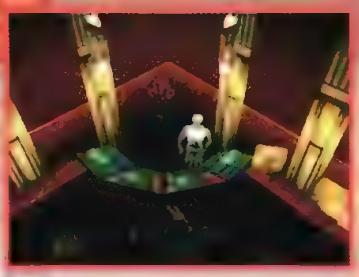
. . . to run quickly to the right and pick up this light repeating blaster.



Panaka tells the droid he wants a tour of the city, and they depart for tour headquarters.



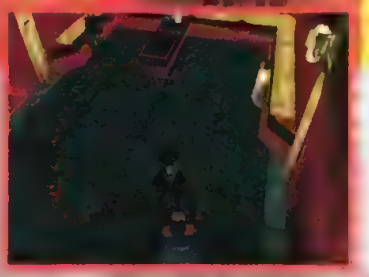
Panaka and the Queen arrive at the tour building and pass through the doorway.



A reception droid greets Panaka. Ask the droid about finding the Senate; when the droid states that the tour stops there, ask about taking the tour. The droid directs him to a black door down the hall.

A regular health pack lies to the right of the black door in the control room.

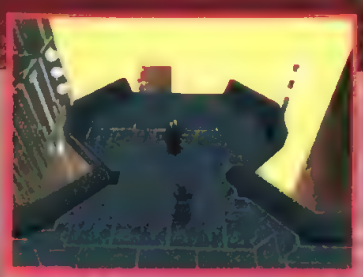
Once through the door, put away your weapon so you can get some decent answers from this cowardly reception droid.



After using responses 1, 1, 1, Panaka has heard enough to quit the conversation. Once Panaka has learned he must buy tickets for the tour, he can talk to these customers in the waiting room, but it won't do any good.

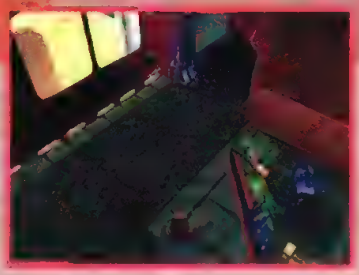
Return to this intersection near the control room and head out the door to the right. *Save your game here.*

Another hover cannon attacks. Dispose of it, staying close to the door and leading it with your most powerful blaster.

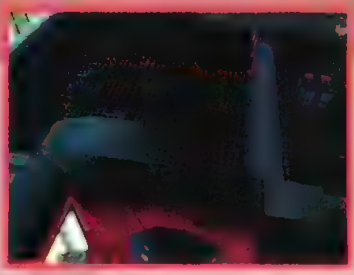


Captain Panaka approaches this citizen, who asks for his help. When you ask what you can do, the citizen tells you he must get rid of some tour tickets. Ask how much; the citizen wants 100 credits for both. When Panaka asks if he'll take electrobinoculars in trade, the citizen suggests he sell them elsewhere and return with the cash.

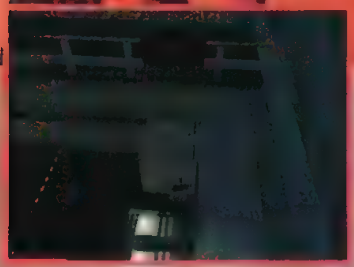
The citizen at the other end of the platform is willing to buy the binoculars after Panaka assures him they're not stolen. Ask for only as much as you need for the tickets. Then return to the citizen with the tickets, keep him to his original price, and get the tickets. Captain Panaka and the Queen return to the droid near the black door.



When they offer their tickets, the droid lets them through the next door.



They enter a warehouse area.

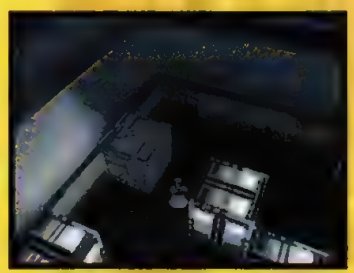


Then jump on the crate and jump through the break in the railing.

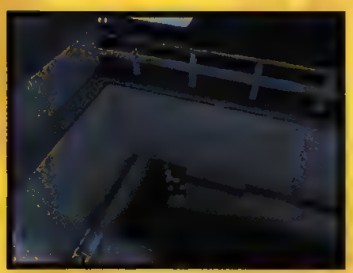
MAP SCREEN

Captain Panaka and the Queen want to get to point 4, where there's a floating platform stand and a switch to summon it. There's no direct route there, however, and the Queen won't jump into the pit. Panaka has some puzzle-solving to do. First, move crate A to point 1 along the pink line.

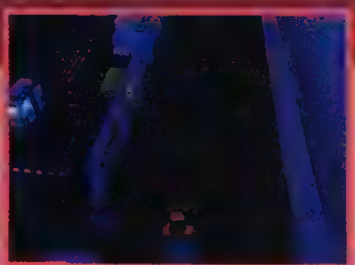
SECRET



There is a secret area here behind this panel.



After using the panel, you'll find a light repeating blaster.

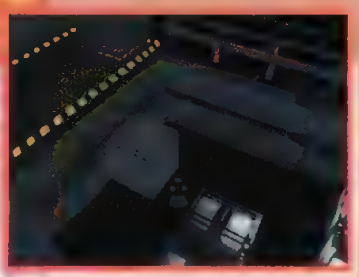


Move ahead to the control room at point 2.

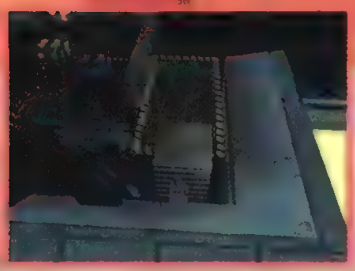
A regular health pack waits at the end of the control room.

This switch first releases the shield around crate B; when thrown again, it lowers the elevator at point 3. Avoid the other switch in this room: it tortures the mech droid who gets angry enough to come out shooting.

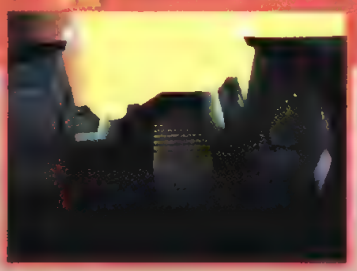
At some point during all this, the Queen is kidnapped. Captain Panaka can do nothing to prevent this; he must reach that floating platform. Push crate B to the elevator at point 3 along the red line.



Raise the elevator and push crate A under the elevator along the green path. Then jump to the crate, and from there to the elevator.

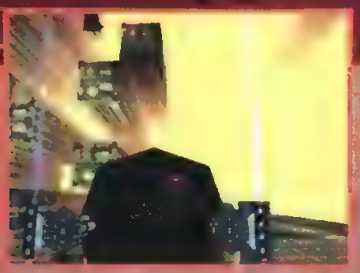


Pull the crate to the landing stage.

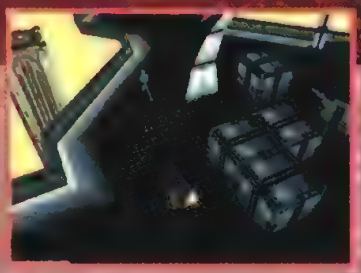


Use the crate to jump to the floating platform. If it's not in the right position, move the crate and summon the platform again with the switch.

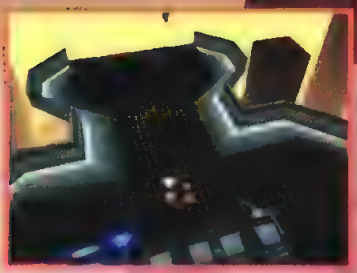
Throw this switch to summon the floating platform. Then leap to the crate, wait for the platform, and jump onto it as it approaches. Arm Panaka and save your game here.



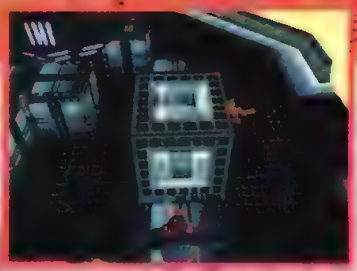
Captain Panaka is off in pursuit of the Queen.



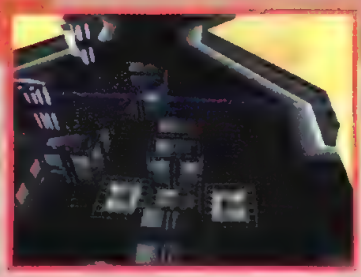
When he arrives, a welcoming committee greets him.



It includes another hover cannon.

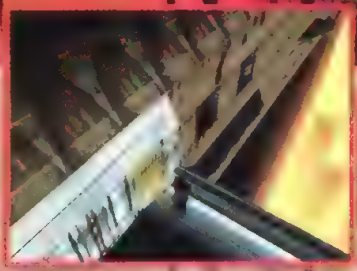


Wipe out the thugs shooting at you; then jump up behind this crate and push it over.



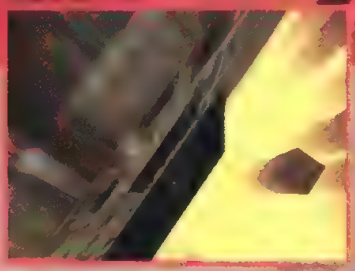
You'll gain both another weapon and a partially protected alcove from which to fire at the hover cannon. From this post, there are only two places from which the hover cannon can fire at you. Both are consistent as the hover cannon make its circular passes.

Once the hover cannon is out of the way, a new enemy appears in this window.

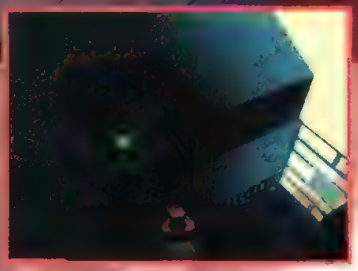


Leap quickly over this rail to the ledge and the enemy can't hurt you too much.

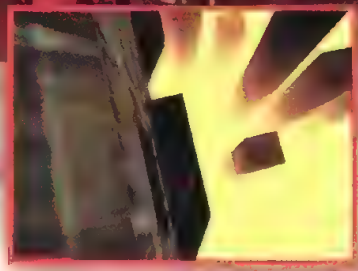
If you kill him off, a small health pack waits inside the vent shaft.



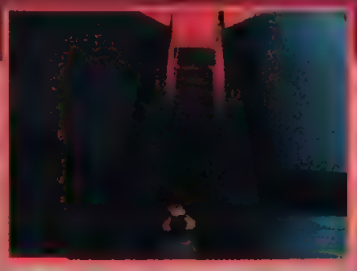
Farther down the ledge, another window, unguarded, leads to a dark passage.



Press the palm panel at the end of the passage, and then go through the window. (The palm panel opens the next vent.)

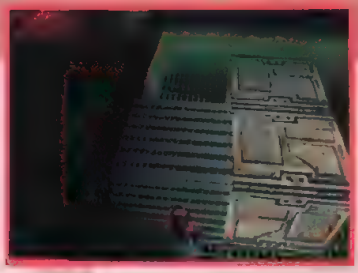


You face an easy jump to the next ledge; save here if you want to.

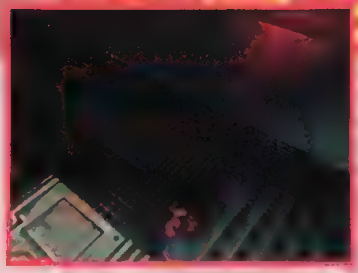


Another narrow passage confronts you. Go down and to the left.

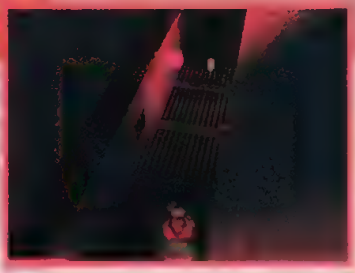
Pass through this door into a storage room.



Find a crate to push.

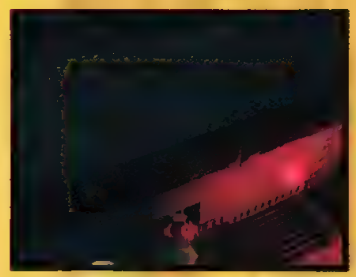


Behind the crate lies a hidden passage.



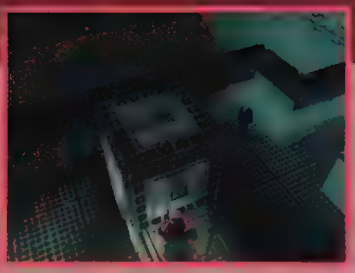
In the passage, pick up a small health pack.

SECRET

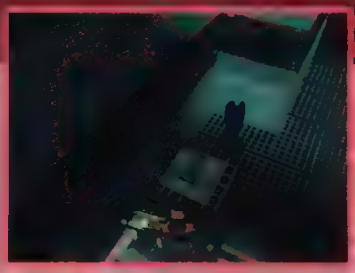


Another area lies hidden behind this panel. To gain access, use the panel.

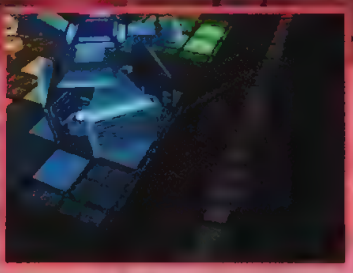
Inside you'll find another heavy blaster.



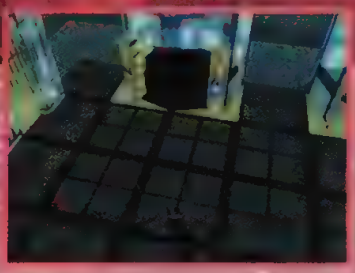
Back in the storeroom, push over another crate that contains yet another heavy blaster.



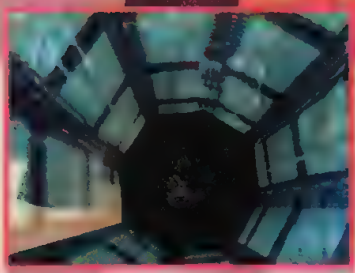
You gain nothing by talking to this citizen; he'll just tell Panaka to get out.



As he leaves the storeroom, Panaka discovers this mall area. Walk through to the bank of lift tubes beyond.

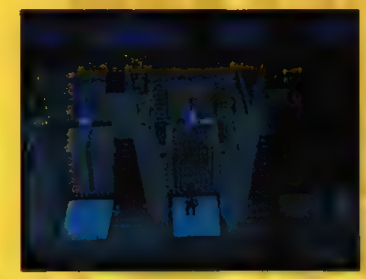


Panaka can use only the lift tube on the left.

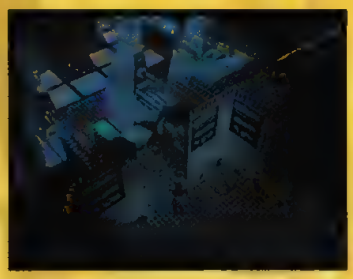


He descends to Coruscant's underground levels. Two thugs there start shooting as Panaka leaves the lift tube.

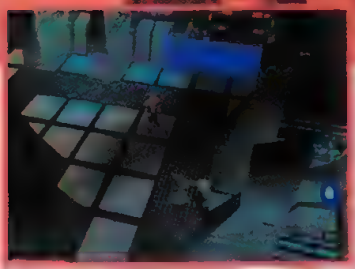
SECRET



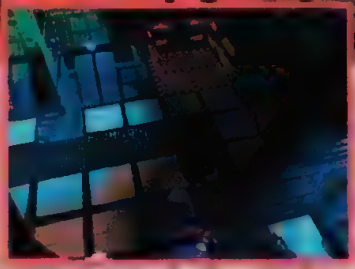
There is a secret area just to the right of the lift in this alcove behind the doors.



Inside are two small health packs, a light repeating blaster, and some flash grenades.

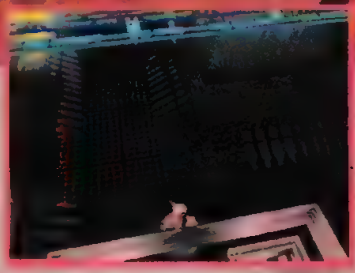


Two more mercenaries appear as he rounds the corner. The one in the red shirt with the glowing weapons is harder to kill and has an aggressive attack style.

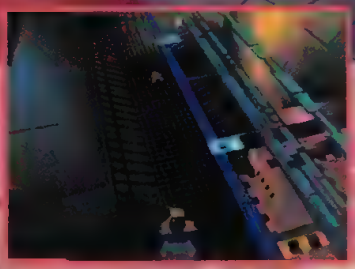


Once Panaka kills the mercenaries, the gate on the elevator opens.

The elevator descends, taking Panaka to the lowest levels of Coruscant.

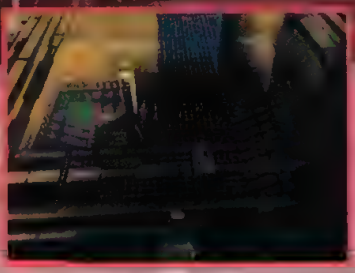


Exit into a dark hallway.

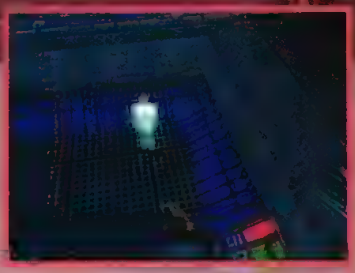


Exit the elevator and move right.

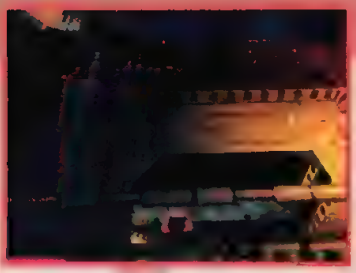
Turn right again to reach a larger area with a heavy door.



Don't go through the big closed door now. Instead, turn left and go through this open door.

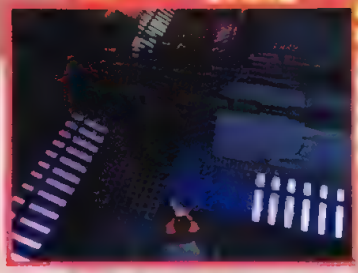


Talk to this citizen. Ask where they took the girl, why the area is restricted, how they keep people from escaping, what the password is, and where the security doors are located.

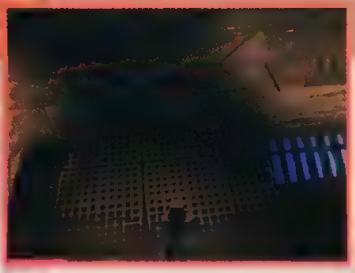


Now return to the security doors (the ones you passed earlier) and walk through.

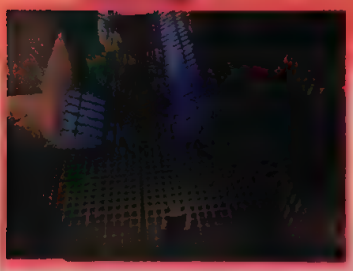
Beyond, Captain Panaka encounters the first of many vagrants in the restricted area. Ignore them or dismiss them quickly.



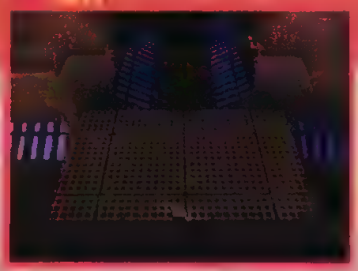
Move down the hall and turn right.



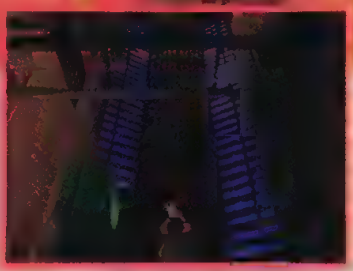
Use the palm panel and board this elevator to ascend into another corridor.



Ahead, behind the vagrant, is another palm panel to press.



This lowers an elevator and reveals two more passages—one ahead of the elevator, with another palm panel in sight, and one to the right of the elevator.

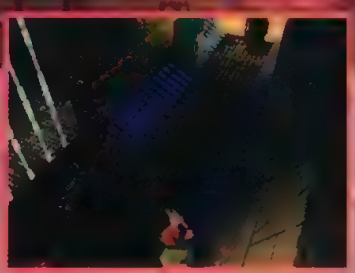


The end of the middle passage is blocked. The palm panel there doesn't clear it; it just lowers the elevator you just left (it rises when you step off).

The passage to the right of the elevator leads to this room.

Here you'll find two palm panels. To get farther down the blocked corridor, use first the right panel (which controls the elevator blocking the corridor), and then the left panel (which lowers the elevator in front of this room).

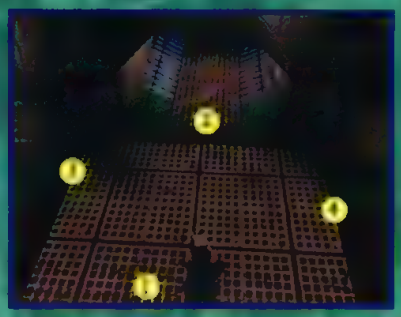
Now quickly leave the room with two palm panels, turn right into this hall. The elevator lowers and you run past it.

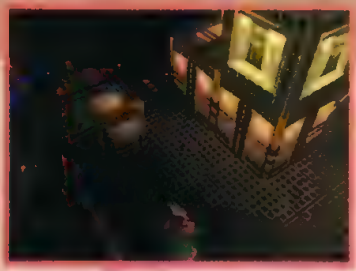


Down this passage you'll find another switch (and another vagrant).

MAP SCREEN

Panaka comes to a four-way intersection. Tackle these passages in the order shown. He entered via passage 1; now he should investigate passage 2.

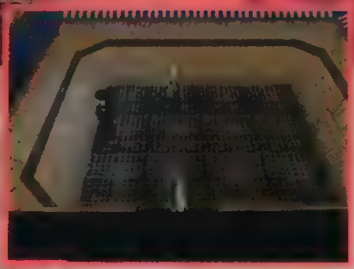




Here's another store room with stacked boxes. Guess what Panaka does next.

Right. He pushes the crate and discovers a white key. To leave this room, use the switch ahead to summon the elevator and unblock the door.

At the elevator, turn right and go through door 3 into this room.



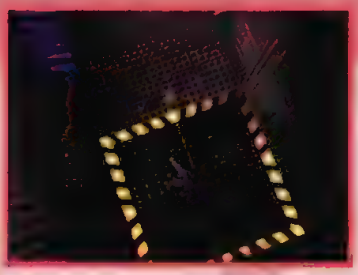
Around the corner, the white key opens the cell, disclosing Queen Amidala and her trigger-happy guard.

When the guard is down, Panaka can pick up a red lift key that will come in handy later.

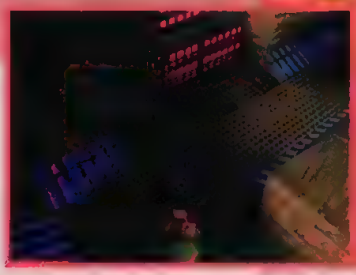
Again, use the switch to lower the elevator.

Panaka and the Queen travel across the elevator to door 4.

Ahead is the lift that uses the red key. The Queen and Panaka need only board it: just having the key near the security box is enough to trigger it.



This lift goes down.

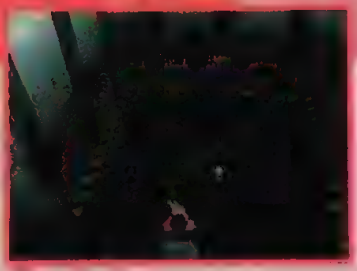


Leave the lift, turn right, and turn right again.

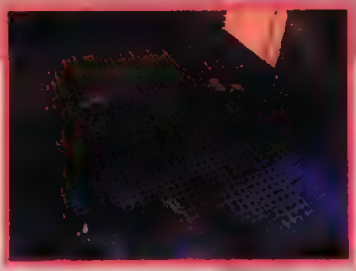
MAP SCREEN

Panaka and the Queen enter a room with two doors and four switch panels. You enter by door 1 and want to leave by door 2. To do this, first throw switch A to close door 2 and move the obstruction in front of switch B. Then throw switch B to rotate the central bridge 90 degrees so you can cross to the other side. Next, throw switch C to rotate the bridge again. Throwing switch D rotates the gatehouses so you can return to switch A and open door 2. Return to switch D and throw it once more so the gatehouse will clear door 2, and you can escape with the Queen.

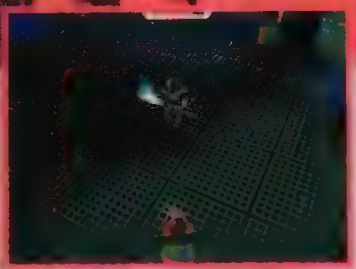
You'll find another switch in the dark hall beyond.



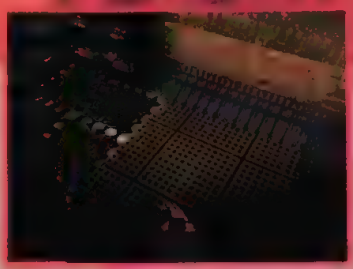
The door opens on another lift.



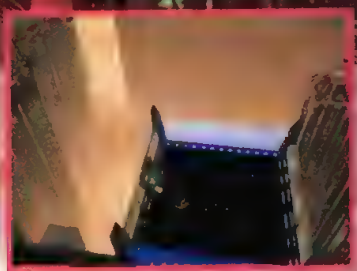
The lift takes you to the security door out of the restricted area. Panaka remembers the password: "Coruscant has lovely sunsets." *Save your game here.*



This Coruscant mercenary is the last enemy you must fight on this level. Sidestep and shoot. If you can get the guard close to one of the room's power columns, shoot the column to set off an explosion. This stuns the guard so he'll stand still as you take several shots. Keep the mercenary in front of you at all times and maintain a constant barrage of fire as you walk backward.



Once the Coruscant mercenary is out of the picture, Panaka and Amidala can hop on the lift and ascend to Coruscant's heights once more.



They arrive at a terrace overlooking the Senate. They ride the floating platform across to meet with Senator Palpatine.

Assault on Naboo

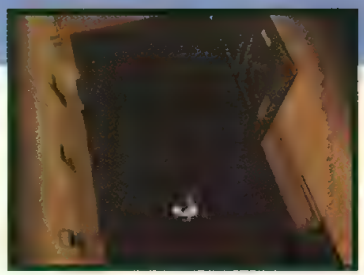
Unable to convince the Senate to save her planet, Queen Amidala returns to Naboo with the Jedi and Anakin. With the Gungans distracting the main body of the invading force, our small group of heroes attempts a raid on the palace.

NOTE

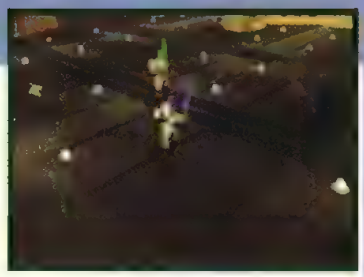
This covers roughly the same territory as Chapter 6, "Escape from Naboo," except the Queen moves in the opposite direction. She should let Captain Panaka and her guards take a lot of fire, making sure to draw just enough fire that it's not all directed at Panaka.

When possible, a good technique on this level is to let the Queen dash in, incapacitate the droids with her droid stunner, and then retreat and let Captain Panaka finish them off. Of course, once the Queen gets some armament, she can finish them off on her own.

The small attack force gathers outside the hangar.

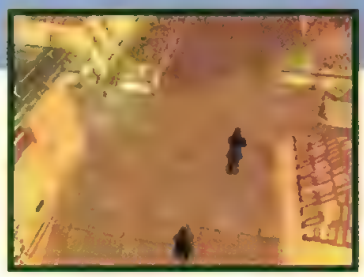


Obi-Wan leads the way to the hangar door.



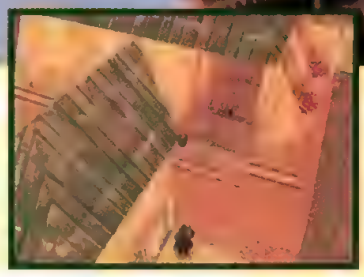
Inside, the Jedi find an unpleasant surprise—Darth Maul. While Qui-Gon and Obi-Wan confront him, the rest of the Queen's party continues infiltrating the palace.

The Queen and Captain Panaka prepare to confront the enemy. Pick up the flash grenades here.

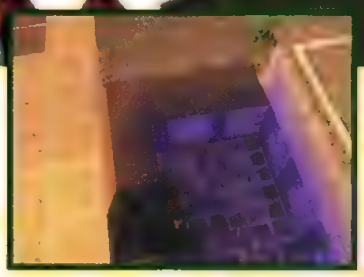


They first encounter droids around this corner. The Queen should run up the right side here, dodging shots and hiding behind the obstructions on the right, until her troops clear the area nearby. You can pick up a blaster and a seeker in the room to the left. Reserve the grenades until a little later. Again, let Panaka and the other troops take most of the damage. If Panaka falls down, the Queen can rush in and draw some fire. If you mostly duck and run, you can avoid a lot of droids.

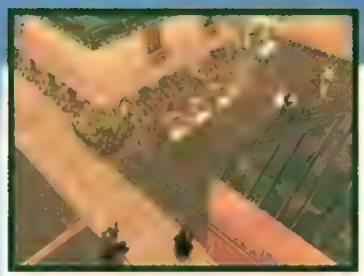
At this intersection, *save your game;* then the Queen should talk to Panaka and tell him to go ahead.



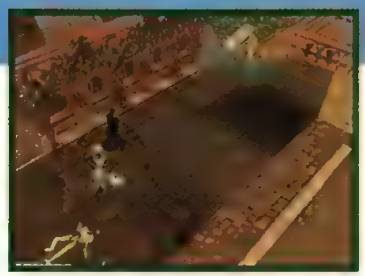
Duck around this corner and jump quickly to this ledge to get more flash grenades.



The Queen can go through this door, get rid of the droid inside, and get a thermal detonator. It's not worth it, though, given the territory the droids will gain while the Queen is inside.



There's a large group of droids here. If the Queen moves quickly down the right side, she may be able to get most of them with one flash grenade.

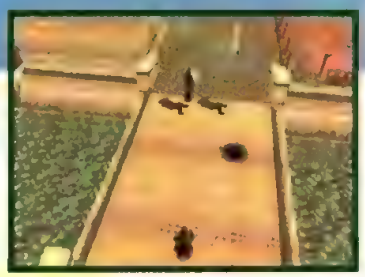


If Amidala keeps moving forward, Panaka will come forward to get the droids by the bridge.

The Queen can jump to this buttress and then double-jump up to the balcony to pick up the small health pack.

Descend the stairs to pick up a proton missile launcher; then climb the stairs to leap off the balcony and rejoin Panaka.

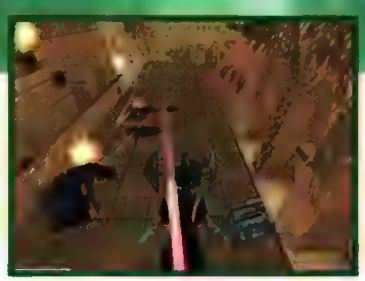
The Queen tells him to go ahead, and she'll cover him.



Panaka takes care of some droids on the other side of the bridge, while the Queen stays back a safe distance.

Once the area is clear, get the heavy repeating blaster ahead.

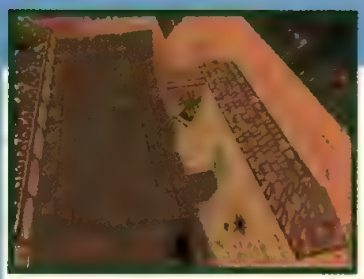
Come straight up behind the blaster to use it.



The Queen must eliminate all the battle droids before she stops using the blaster. Some destroyer droids will show up; just keep shooting at them when their shields are down, and you can take them out. Remember, the controls on these tripod guns move the *back* of the gun, so if you want your shots to go up, use the down arrow. Don't move the Queen forward until all the battle droids are down.

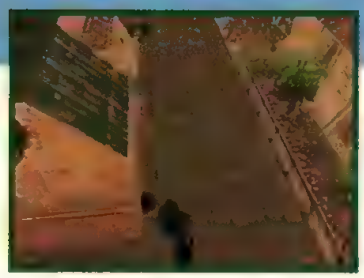
NOTE

Darth Maul is impervious to conventional weapons. Using the lightsaber is the Jedi's only hope of stopping the Sith Lord.



As soon as the Queen is no longer behind the blaster, run her swiftly around this next corner. If droids show up, just dodge them and keep going.

Get the Queen around this corner, as well.



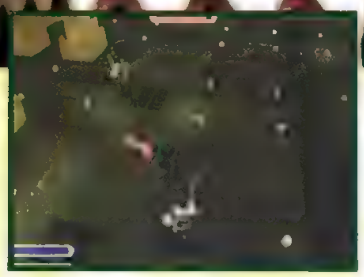
If Panaka hasn't joined her, send her carefully back around the corner so Panaka can see her and join her. If you can't do this without attracting the fire of a destroyer droid, run past Panaka; he should take out the destroyer droid. Then you both can proceed safely back around the corner.

Time to join Obi-Wan and the battle with Darth Maul.

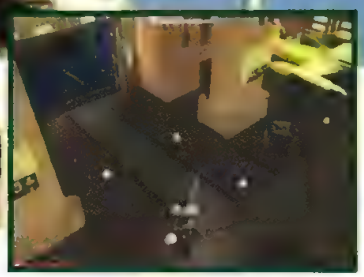
Darth Maul and Qui-Gon are fighting fiercely. Obi-Wan needn't join this battle immediately, especially if his health is depleted.

You'll find two health packs in the hangar. There's a small one here.

And a regular one here.



As Obi-Wan, you should employ a variety of techniques in fighting Darth Maul. Use jumps and try to keep some distance between you most of the time; however, you must get in enough solid hits to bring down Darth Maul's health. When you run past boxes on the floor, destroy them so Darth Maul can't throw them at you.

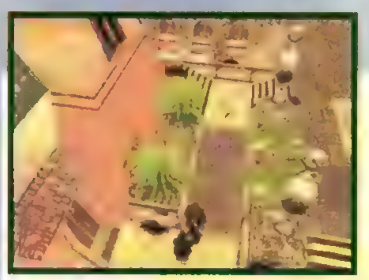


When Darth Maul's health is around the halfway point, Darth Maul and Qui-Gon run through this door. Obi-Wan should follow.

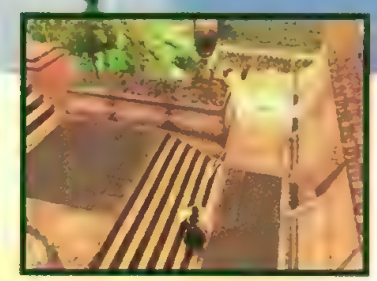
Back with the Queen, she once more tells the brave Captain to go ahead.

He precedes her through this gate . . .

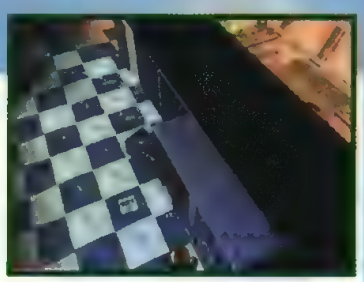
. . . and does his job of clearing the path. Be careful of the destroyer droid lurking nearby.



Once they're around the corner, the two are safe for the moment, but they're under fire from the heavy repeating cannon in the arch.

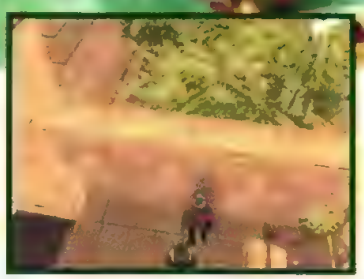


Run up the stairs past this droid.



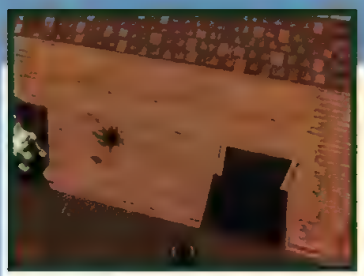
You'll again find yourself in this room; the palm panel on the closet yields another regular health pack.

A quick run down the stairs on the other side and around the next corner places her near this astromech droid and a wounded soldier.

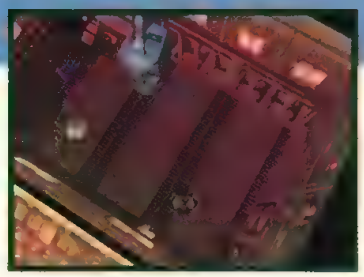


The security door in the arch just beyond this position is locked. The wounded soldier tells the Queen she must get to the generator in the machinery room and that the little droid can open the door.

Talk to the little droid and it opens the machinery room door. This is the same droid found in level 5. If, for some reason, harm has come to the droid, it will not be here to help you. You will need to get the red key from the soldier and use it on the door, which lies just before the arch.



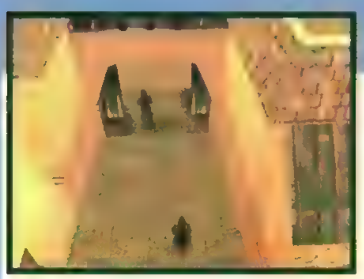
This is the door to the machinery room.



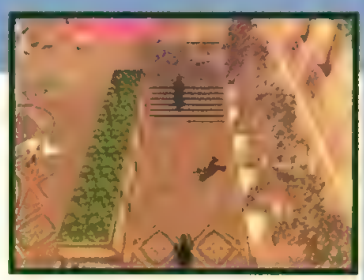
Inside, you can destroy the generator with any of your weapons. You'll also find another regular health pack.

Run back to Panaka and tell him to follow you. Then retrace your route back to the opened security door.

Panaka pulls ahead of you about here, and it's just as well.



They make it through the arch with the security door.



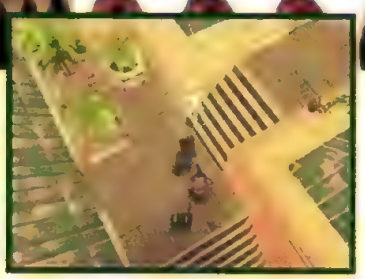
When you reach temporary safety on the other side, you must destroy a large generator with a force field.

NOTE

If Panaka has taken too much damage earlier in the level, he may not survive the blast from his own thermal detonators. If so, the Queen might have to deal with the forcefield herself.

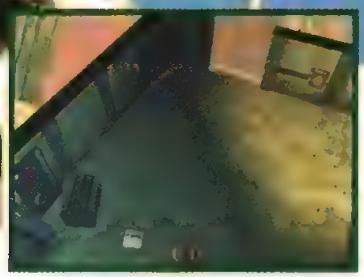
The Queen tells the captain to take care of the generator. Luckily, he had a few thermal detonators tucked away in his pockets.

Things are peaceful, briefly, on the other side of the destroyed generator as Panaka scouts ahead.

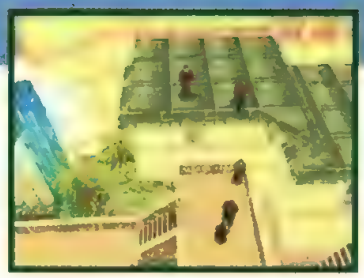


Around the corner, Panaka annihilates a horde of vicious astromech droids . . .

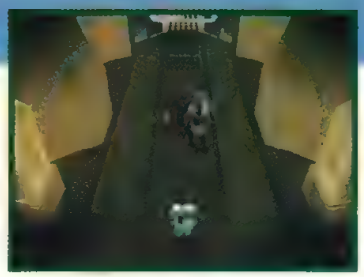
. . . and takes out another battle droid as they mount the stairs.



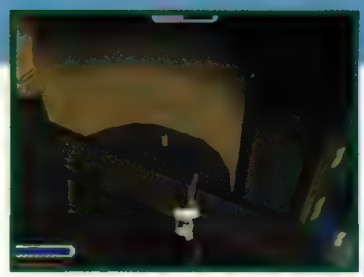
After a brief stop in this room to pick up another health pack . . .



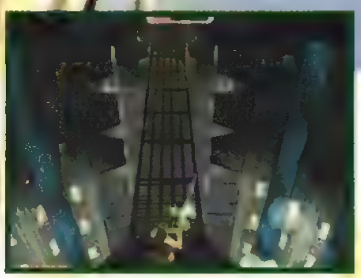
. . . Queen Amidala is ready to join her troops to penetrate the palace. *Save your game here.*



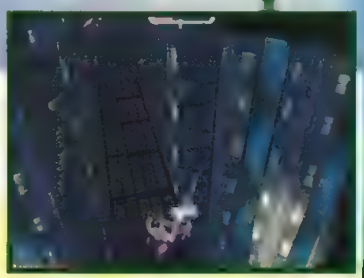
Meanwhile, the Jedi battle Darth Maul in a narrow area leading to a catwalk.



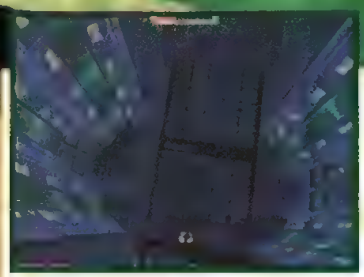
There's a small health pack here.



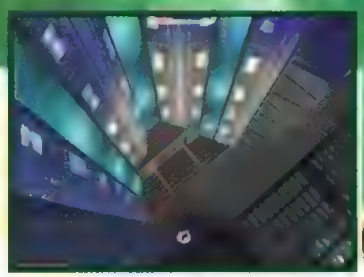
After a brief battle, Obi-Wan follows Darth Maul onto the catwalk.



Darth Maul stands ready on the catwalk, and Qui-Gon tells Obi-Wan it's his choice whether to go forward.



Obi-Wan surges ahead, but falls through the catwalk.

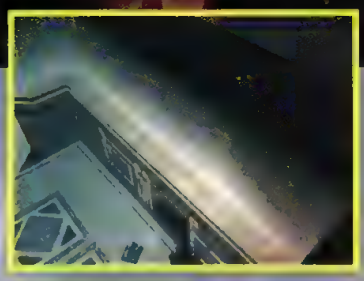


He must find a way to join Qui-Gon and finish the battle with Darth Maul. This door will get him there—or at least to the end of the level.

The Final Battle

Obi-Wan seeks his teacher, who is fighting Darth Maul, and Queen Amidala and Panaka lead a small force through the droid-infested palace to free her people and find the Trade Federation Viceroy. Neither search will be simple, and neither will be without cost before all is resolved.

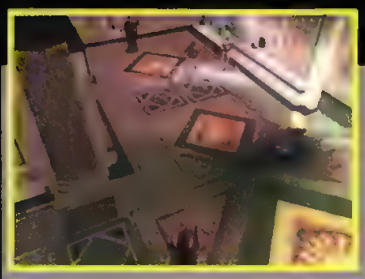
Queen Panaka briefs her soldiers about what lies ahead.



She rounds the corner to the left and hits the right panel to reveal a regular health pack.

If she stays there, the red droid will open the left panel, where a blaster is concealed.

If you want, the Queen can go through the open door after the red droid and dispose of these two battle droids, but it gains her nothing.

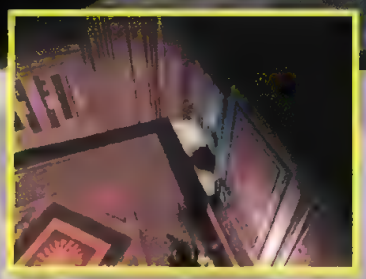


She's better off going to the end of the hall and picking off the two droids attacking Panaka and another guard.

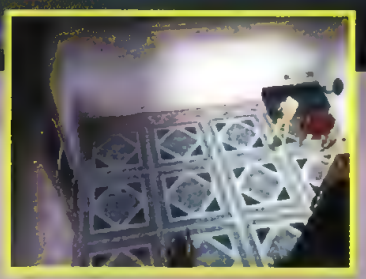
When you talk to this guard, choose the first dialogue choice each time and you'll learn everything you need to know. Passkeys for getting the Queen through the palace are concealed with (or near) various guards throughout the building. The first lies behind the doors ahead.

It's a bad idea for the Queen to reach the imprisoned guards through this door . . .

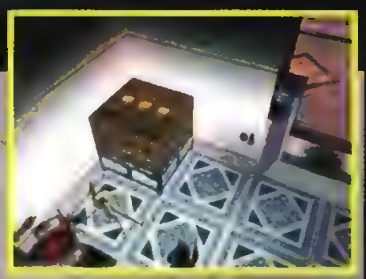
. . . because this lies behind the center door.



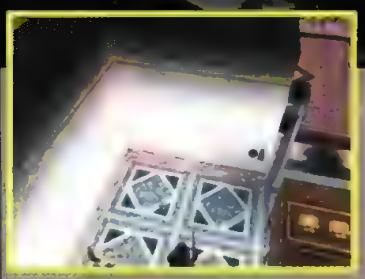
Instead, investigate this door to the right.



Beyond, she finds a couple of droids to shoot . . .



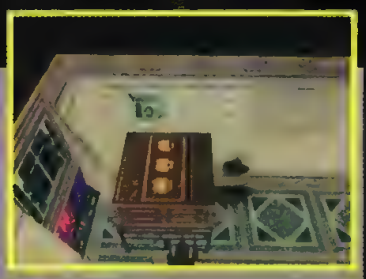
. . . and this interesting cabinet.



Move it to find a small health pack.

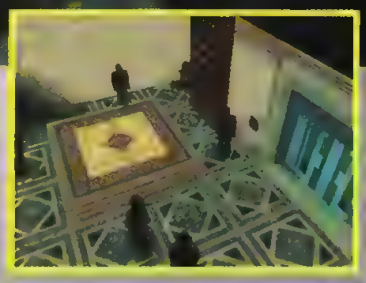
Cross the hall . . .

. . . and wipe out another couple of droids.

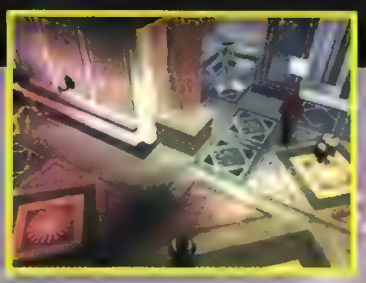


Note the palm panel in this room high up on the wall. Push the cabinet from the other room in here, and the Queen can jump onto it to use the palm panel.

The palm panel opens a secret tunnel in the wall.



Several guards wait in the room at the end of the tunnel. Talk to this one to get the white key.



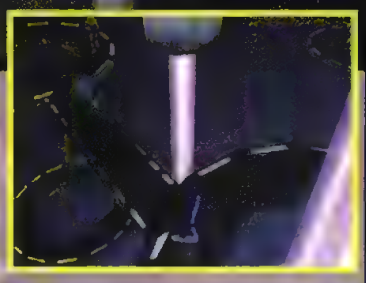
Return to the hall and Panaka. A scene transition takes place here that may require the Queen to throw the switch in the corner, and then use the white panel near the door.

Elsewhere, Obi-Wan is about to go through a large door.

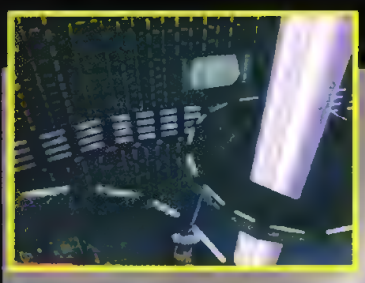
The door opens on a strange room with floating rings and platforms that function like elevators. A droid approaches on the first ring; Obi-Wan can Force push the droid off the ring before it starts shooting, deflect its shots, or ignore it and walk quickly past to the walkway between rings.

Continue carefully to the next ring and the pathway beyond to another ring.

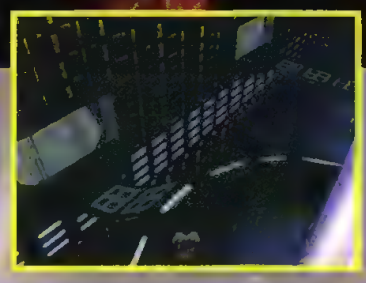
He sees Qui-Gon and Darth Maul fighting overhead. That's where he wants to go.



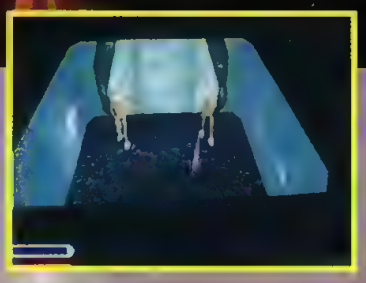
On the ring beyond is another droid to Force push.



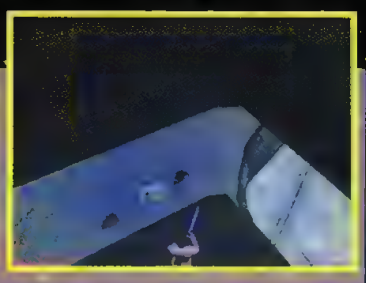
Obi-Wan must make a somewhat difficult jump to the next ring. Save before *and after* the jump.



A ramp descends from this ring down to a door. Have a weapon in hand before going through the door.



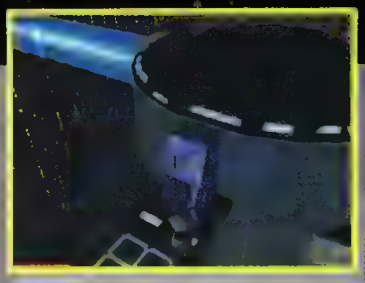
Two droids wait inside the room.



There's a palm panel for opening the next door.

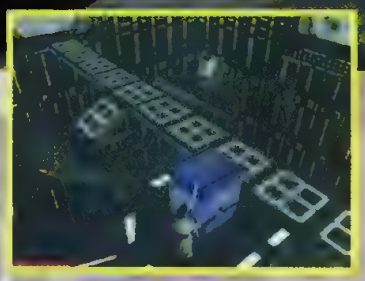
A droid approaches Obi-Wan in this dark room.

The first palm panel to the left turns on the lights, but Obi-Wan first must eliminate the droid on the far platform. If you have a blaster, it may be easier to use it, because this room's narrow walkways allow little room for dancing around with the lightsaber to deflect shots.

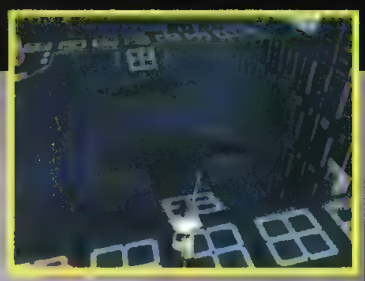


Qui-Gon must reach the next walkway. To do this, he first must use this palm panel at the end of the walkway to turn off the light ribbons in this room.

Transform the second set of platforms off the walkways here into an extendible bridge by activating the palm panels on the two boxes in front of the two sides of the bridge.

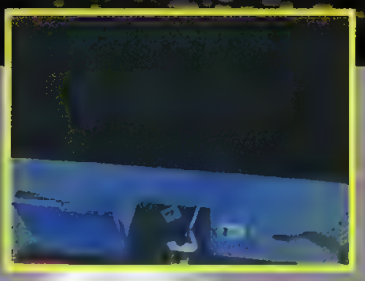


When Obi-Wan tries to use this switch to extend the bridge on this side, droids on the other side attack him. Equip a blaster before you get to the switch and they start firing: you'll want them out of the way before you reach that walkway, anyway. To extend the bridge from the other side, Force push the opposite palm panel.



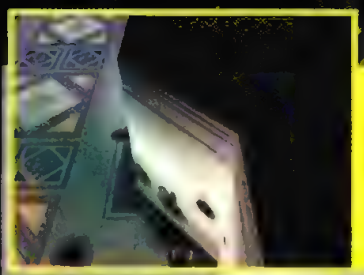
The leap between the two bridge ends is a fairly easy double jump, but you may want to save first just in case.

Before Obi-Wan goes through this door, you may want to switch to the lightsaber: you can deflect the shots here to take out most of the group. Another droid hangs out near the door frame.

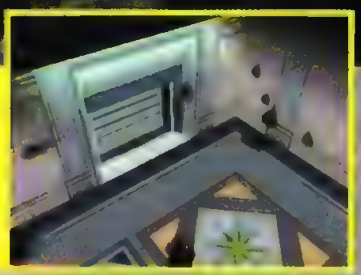


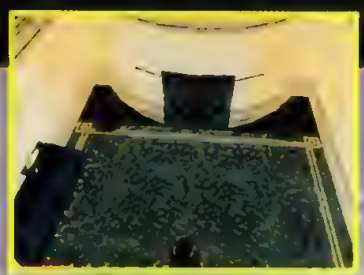
Inside the room beyond, strike a secret panel to disclose a regular health pack.

Obi-Wan passes through the next door, triggering another transition: Panaka warns about droids ahead. Let him take care of them before you move into the corridor.



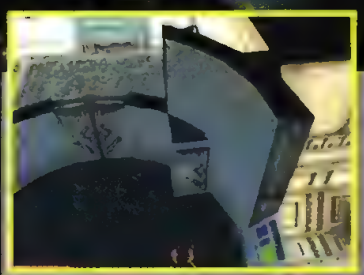
A little way down the corridor you'll find a palm panel on the left. This opens the door opposite the door that you just came through.



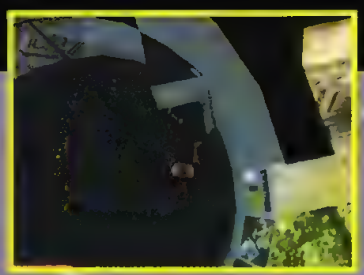


In this room at the top of the stairs, the door opens at the Queen's approach. She should have a weapon handy when it does.

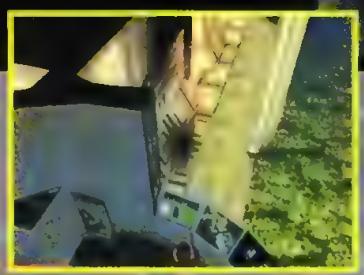
Two droids wait in this open air control room.



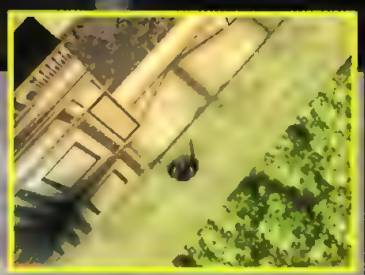
After eliminating the droids, the Queen opens this closet.



Inside, she finds a proton missile launcher.

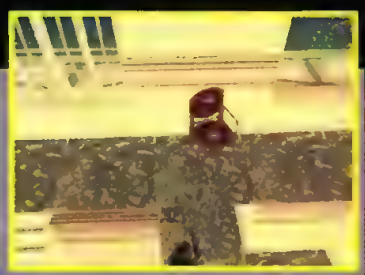


The Queen jumps to the ledge beyond.



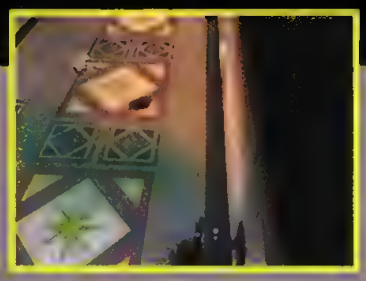
From there, she jumps through this window into the room beyond.

There she finds another secret panel.

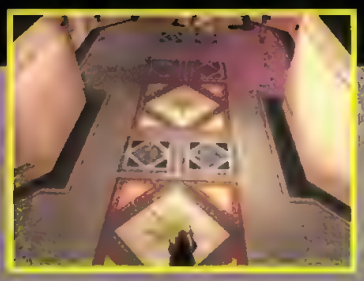


It contains a regular health pack and a thermal detonator.

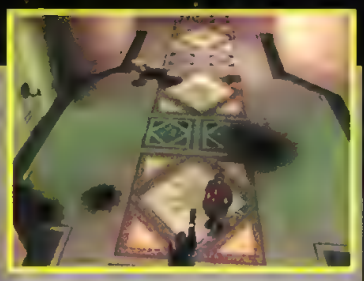
Use the missile launcher to take out the heavy repeating cannon. (It wouldn't hurt to save here.)



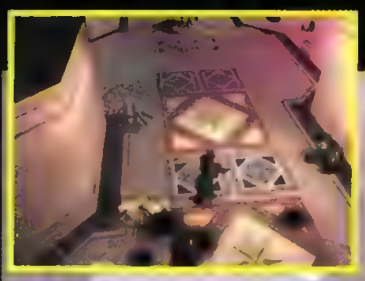
Stand here to fire the missile launcher. Remember, it tends to pull to the left, so fire slightly to the right.



After taking out the heavy repeating cannon, switch back to a blaster and open fire on one of the two droids near the next tripod gun.

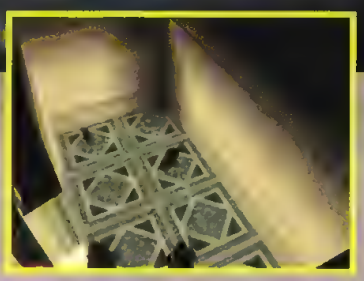


If you take out one, Panaka probably will get the other. If you have enough proton missiles left to take out the heavy repeating cannon, return to this position. Otherwise you must duck, run, and shoot to get the gunner.

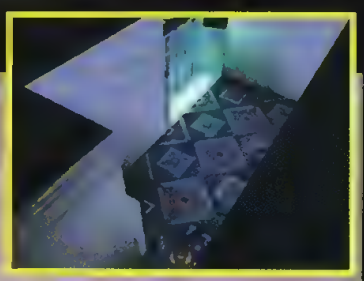


As soon as you get rid of the gunner, duck and hide in one of the alcoves behind Panaka: two destroyer droids show up and he can get rid of them for you.

Then the Queen goes through the next door on the left.

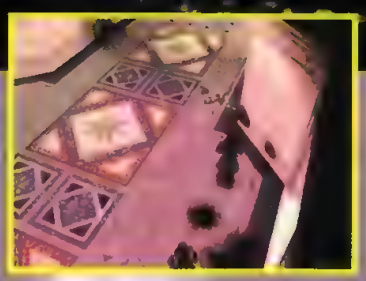


Beyond she finds a light repeating blaster, a regular blaster, and a small health pack. There's also a secret panel she can push aside in the rear corner.



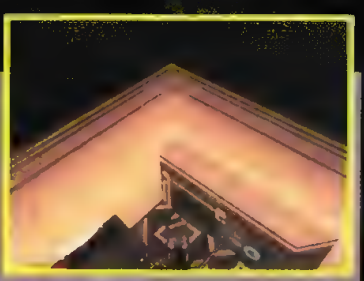
Behind the panel is another room with a light repeating blaster, a regular blaster, and a small health pack.

A little farther down, a destroyer droid emerges from this doorway on the right. Again, Amidala should get out of range behind Panaka so he can take it on. Once it's gone, there's nothing of interest in the room it came from.

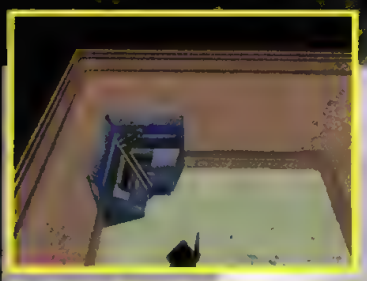


Another heavy repeating cannon sits on the left a little farther down the hall. If Amidala still has missiles, this is a good position for firing across the hall at the gunner. Otherwise, use the thermal detonator: move back quickly after throwing it.

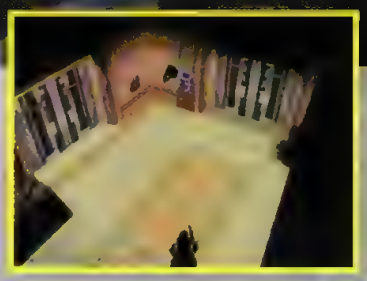
The Queen and Panaka go through the last door into this new area. Here, battle droids show up whenever the Queen approaches or leaves a room. The trick is to cross the hall to ensure Panaka gets out in the middle to take on the droids; hide behind a column or other obstruction until he wipes them out.



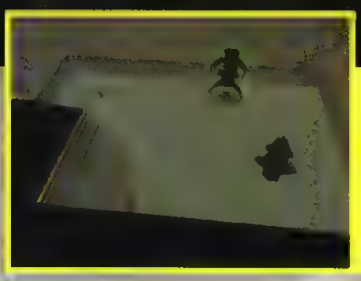
Amidala enters the first room on the right and finds a palm-panel storage area containing a regular health pack.

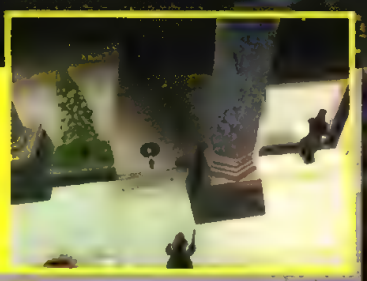


The room beyond the door across the hall contains the blue key lever. After the Queen finds the blue key, she must return here and throw the switch to activate the blue door panel.



Next, move Amidala to the left door at the other end of the hall. Ignore the right-hand door; the room beyond contains only destroyer droids.





The left room contains the blue key—and two destroyer droids. To keep the Queen alive here, go in just long enough to see the droids, and then exit quickly. Stand just outside the door and hug the wall to avoid being hit by the destroyer droids. The point of going in was to get Panaka to follow you; he'll eliminate the droids there. When he's done, he'll come out and the Queen can go in and get the blue key.

When you exit the blue key room, run across the hall so Panaka can pick off any remaining battle droids. Then go to the blue key switch at the far end, and, finally, return to this door.

Panaka and the Queen enter a large room with a balcony overlooking a door with a red key panel. In this room, Panaka does a very good job of protecting the Queen.

You'll find the red key here.

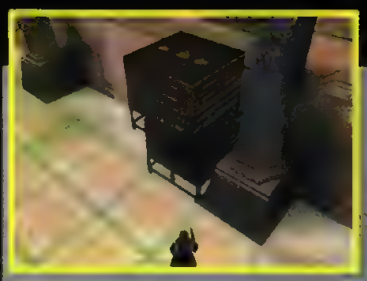
A door down the hall has a blue key panel, so the Queen has no problem opening it. (Note the red key switch at the end of the hall.)

Inside, a moveable cabinet sits over a regular health pack. Move the cabinet onto the walkway; then go to the wide staircase that descends to the first level.

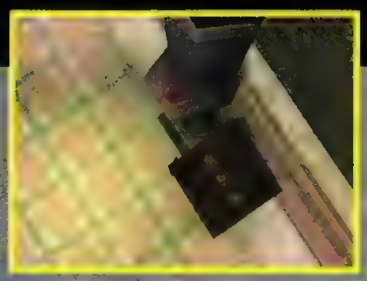
To deal with the enemies on the main floor, start down and then move back to let Panaka eliminate them.

On the main floor, push the moveable cabinet under the break in the upper railing. (You also could use the elevator here to solve the problem of getting the red key down, but you don't really need it.) Climb the stairs to the upper walkway and push the cabinet there over to the break in the railing.

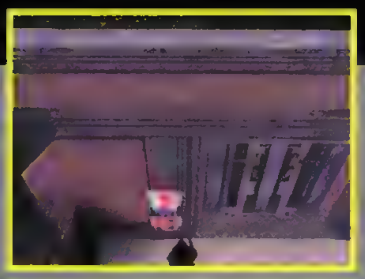
Once the cabinet is aligned with the gap, push it off onto the other cabinet.



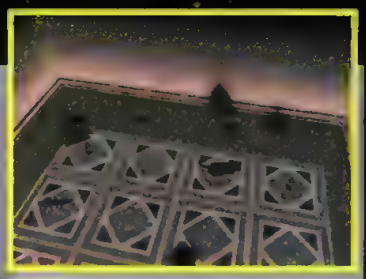
Return to the lower floor and pull the cabinets left, toward the column with the red key. (Don't worry if they aren't stacked neatly.)



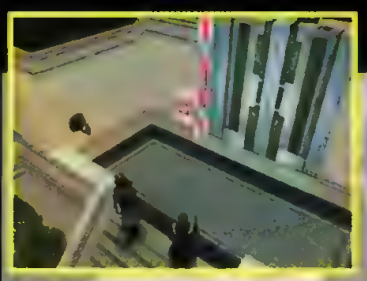
When the cabinets are under the column with the key, return the Queen to the walkway, leap over the railing onto the cabinets, and then leap up to get the key. If the cabinets aren't exactly even and the Queen lands on the lower cabinet, she can leap from there to the upper one.



Once she has the red key and has thrown the red switch—corner of the upper walk, remember?—Amidala can open this door. (Prepare to fight off two droids beyond.)

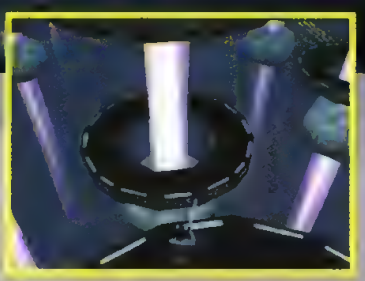


Pick up the light repeating blaster, the regular blaster, and the two small health packs.

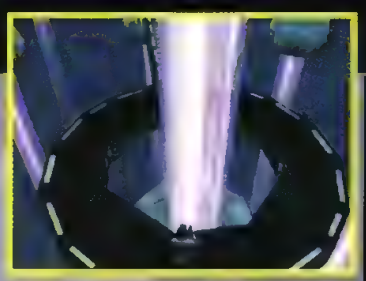


Queen Amidala joins Captain Panaka at the red key security door. Open it to trigger another transition.

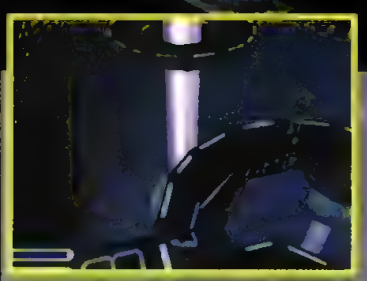
Obi-Wan is back in the room with the floating rings.



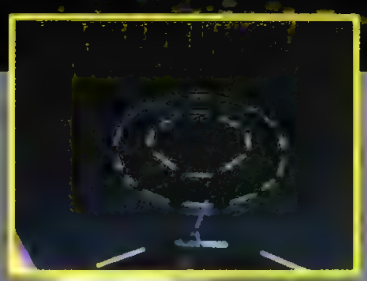
Take the elevator down to the next ring. There, make a difficult jump to the ring ahead and down—a good place to save.



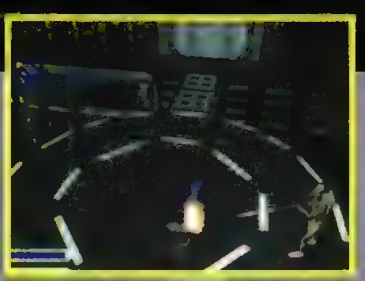
Save *after* the jump, as well. When Obi-Wan gets here, move him around to the walkway on the back, and then move forward.



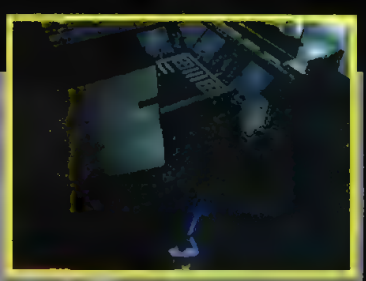
Get rid of the droid on the ring at the other end of the walkway.



On the other side of the ring, Obi-Wan faces another difficult jump. Again, save before and after the jump. It's probably slightly easier if you can jump while the elevator is down in this position.



Then take the elevator up to the next ring. There's a droid on this level: be prepared to Force push it off. Take the walkway through the door.

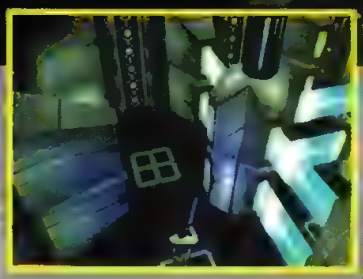


This room is very complex; a palm panel is close at hand.

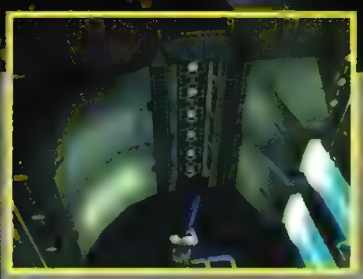
There's something unusual about this grating.

Obi-Wan presses the palm panel to summon an elevator. To descend, you must press the palm panel again, and then jump onto the elevator.

On the ground floor, Obi-Wan sees the passage out. It leads to another room with light-ribbon barriers.

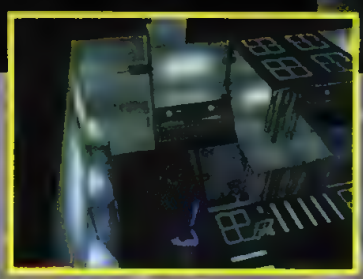


The space beyond seems small, with no perceptible exit.

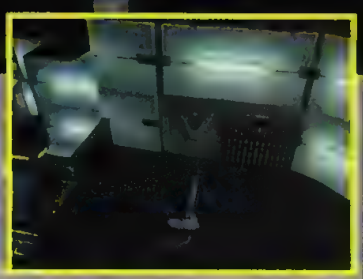


Unless it's that open space just above this position.

To return to the balcony, Obi-Wan again must summon the elevator, and then use the control and jump onto it. From up here he notices that ledge to the right. It's possible to double-jump forward from the elevator to the ledge.



On the ledge is a palm panel. When Obi-Wan uses it, something happens, but he can't tell what.

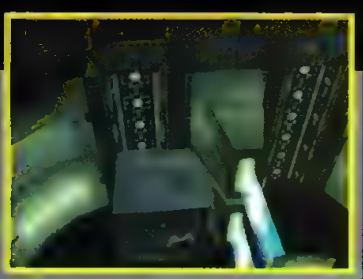


On returning to the balcony, notice the mysterious grate has changed position.

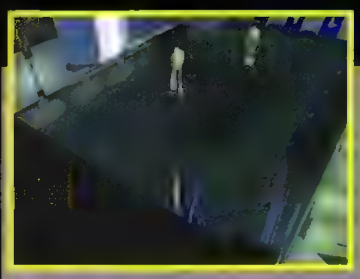
Pull out the box from behind the grate.

The box descends on the elevator.

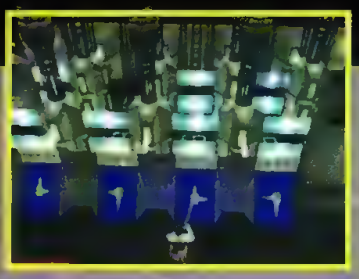
Push the box into the other room.



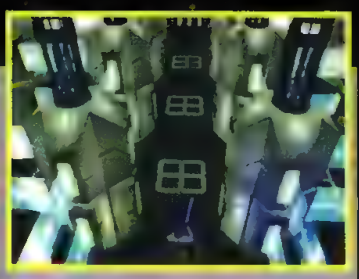
Now jump on the box to reach the upper room.



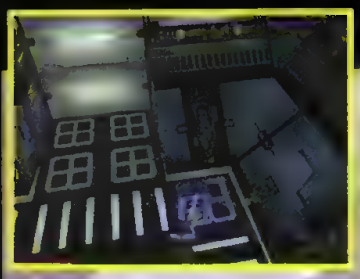
Two more droids wait here.



Each panel in this control room rotates a pillar in the light-ribbon room. The position of the column the large blue panel controls is shown on the clear rectangular panel above (the pink circle shows the position of the controlled pillar). Each blue panel has two positions, toggled by pressing the panel. If the column being controlled is in the upper row on the clear panel, the arrow on the blue panel should point up. If the column is in the lower row, the arrow on the blue panel should point down. After Obi-Wan has pressed all the necessary panels, the first four look like this. The other four follow the same logic.



Obi-Wan has cleared a path through the light ribbons into the room beyond.



Press the palm panel twice and this elevator will take him up to another balcony.

A ramp here rises to a door. As the door opens, the scene changes again.

NOTE

The droids that are guarding the throne room are smarter than the droids in the rest of the game; they will actually move out of Queen Amidala's line of fire, so she will have to work harder to kill them.

Queen Amidala stands in the entrance hall to the throne room. It's clear this is a heavily guarded area, and Panaka can provide only so much protection. She must run through the defenses as soon as she can, as fast as she can. It may be slightly safer for her to move up on the left in this hall and let Panaka draw some fire to the right.

Move straight up the middle of the large staircase.

She could try going up the small stairway to the throne room door, but it's locked.

Instead, make a sharp left in front of the throne room stairs and head for the reception room on the left.

The Queen encounters heavy resistance even here. On the right, the door to the throne room is locked; go out the window.

On the ledge outside, move away from the window.

Around the curve formed by the throne room window, Amidala encounters a battle droid.

Move on through the window to the other reception room.

Take out a few more droids here.

A regular health pack lies in the room's rear corner. *Save your game now.*

Once through the throne room door, Amidala fights past more droids to the Trade Federation Viceroy. It may be possible for her to kill him before they start talking. Otherwise, he calls in more battle droids she must pick off before the next transition. This is the last segment with the Queen.

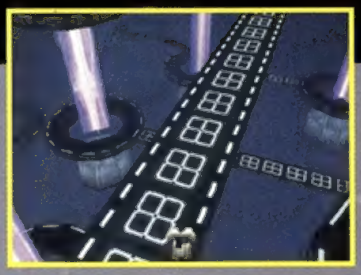
Obi-Wan again confronts the room of floating rings. *Save your game here.*

Double-jump to the elevator platform on the right.

Descend one level to the ring with a walkway attached. Get off there and head out along the walkway.

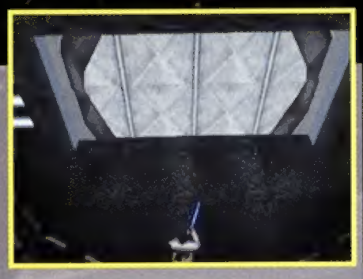
Board the platform at the end to ride up one level.

Walk forward along the walkway attached to that ring to reach a ring opposite a long walkway.

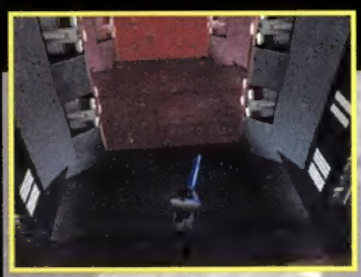


Obi-Wan makes an easy jump to the walkway.

If he continues forward, eventually he'll come to this door—the wrong door. It won't open.



Save your game and arm Obi-Wan with his lightsaber. Then turn around and go through this door, instead.



Beyond lies a series of rotating pillars that form light ribbons when they face each other.

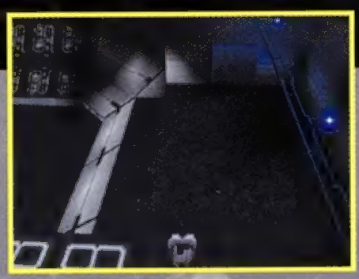
It's fairly easy to time your movements past these light ribbons and get through two sets of open pillars at a time.

Toward the end, Obi-Wan sees Darth Maul kill Qui-Gon. Run forward at the next possible chance.

It's safer to fight Darth Maul as close-in as you can; at least that way you can land some blows. Obi-Wan's jumping attack probably will be most effective. At some point, Darth Maul will break off the attack, leap to the right-hand platform, and fire lightning at Obi-Wan.

If you're good at leaping, you may be able to double-jump after him. Otherwise, run quickly to the opposite side of the pit and double-jump to this walkway; then run swiftly toward Darth Maul and engage him in battle.

Three more short battles with Darth Maul lie ahead. The first takes place here. You'll find a regular health pack behind this panel.



When Darth Maul breaks off the battle, he runs across the walkway. When you pursue, you'll probably have to hit him a couple of times before he continues to this platform. As you can see, there's another panel here (and behind it, another regular health pack). When Darth Maul leaves this platform, he goes to the center of the walkway, where you'll fight your final battle.

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